

George Castle

Ann Arbor, Michigan | 269-767-2182 | geocastl@umich.edu | voxlap.github.io

Skills

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|-------------------|--------------------------------------|-----------------------------|
| • C++, C# | • 3D modelling / rigging / animation | • Motion Graphics Animation |
| • Python | • Design Documents | • Git VCS |
| • Blender | • UI/UX Design | • Jira, Confluence, Trello |
| • Unity Engine | • Adobe Suite Software | • HTML, CSS, JavaScript |
| • Team Management | | |

Game Jam Games

Pigeon Defense Force (Solo Project) (Fall 2018)

- Lead developer and artist for a 5 level platformer with a boss fight at the end and a split screen multiplayer mode

Revenge & Reform (2 Developers) (Summer 2019)

- Sole programmer and lead designer for a 3 level platformer with multiple playable characters, ranged attacks, main menu, chase AI, unlockable doors, moving platforms, and more

Long Term Game Projects

Together Alone (7 Developers) (Winter 2018 - Summer 2019)

- Earthbound-like RPG originally developed in Game Maker Studio 2; now the sole programmer in porting the game to Unity C# and a graphic designer / animator for all UI elements
- Leading and organizing a group of other artists and designers in discussion and contribution to the project, including maintaining constant and honest communication for almost a year and problem-solving conflicts that arise in team situations

Dreamwillow (30 Developers) (September 2019 - December 2019)

- Assistant Producer and Art Director for WolverineSoft Studio, a student-led semester long game development project that offers credit to students through the University of Michigan's Multidisciplinary Design Program

Experience

April 2019 - December 2019

WolverineSoft (*University of Michigan Game Development Club*) - Club Officer

- Organization and facilitation of social activities that promote open discussion and team-building, including two 48-hour programming & design game development contests per semester
- Presenting analyses of game design implementations at weekly meetings of around 30 students
- Contributing to weekly guided workshops for students seeking to learn elements of C# and Unity Engine, as well as asset production tutorials

December 2019 - present

WolverineSoft (*University of Michigan Game Development Club*) - WolverineSoft Studio Project Lead

- Facilitate pre-production discussions and meetings
- Address cross-departmental dependencies, particularly on art-related tasks
- Create documentation and tutorials for onboarding team members, with an emphasis on art and asset related processes

Education

University of Michigan, Ann Arbor - BFA

Expected Graduation Date: May 2021

Currently enrolled in STAMPS School of Art and Design