George Castle

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

Skills

- C++, C#, Python
- HTML, CSS, JavaScript
- Unity Engine
- Unreal Engine
- Git & Perforce VCS

- Blender
- Adobe Suite Software
- 3D modelling / rigging / animation
- Motion Graphics Animation

- UI/UX Design
- Jira, Confluence, Trello
- Design Documents
- Team Management

Long Term Game Projects

Together Alone (7 Developers)   **(December 2018 - August 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 Assistant 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

Bloom: Tome of Power (31 Developers)   **(June 2020 - August 2020)**
- Original Project Concept Developer, Game Designer and Art Director for WolverineSoft Studio's latest project, Bloom, a first person shooter inspired by genre defining games such as DOOM, Hexen, and Dusk.

Experience

Software Engineering Intern at SpellBound *(Augmented Reality Mobile App Development Company)*   **(January 2020 - May 2020)**
- Design and implementation of systems for an augmented reality creature capture and fishing game using C# and the Vuforia package in the Unity Game Engine

Software Engineering Fellow at XRI *(Virtual Reality Education Application Development University Group)*   **(October 2020 - Present)**
- Design and implementation of systems for various virtual reality experiences created for use by different departments and classes in the University of Michigan in the Unreal Game Engine

Vice President at WolverineSoft *(University of Michigan Game Development Club)*   **(December 2019 - Present)**
- 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

Art Director at WolverineSoft *(University of Michigan Game Development Club)*   **(March 2019 - Present)**
- Facilitate art team discussions and meetings, critique and give feedback on art assets
- Create documentation and tutorials for onboarding team members, with an emphasis on art and asset related processes
- Adjust art assets as needed to help aide how easily they may be integrated into the Unity project

Education

University of Michigan, Ann Arbor *- BFA*
Expected Graduation Date: May 2022
Currently enrolled in STAMPS School of Art and Design