

Isaac Madsen

Work Experience

Game Designer/Programmer | 41 Games | June 2019 - Present

- Developed game in Unity for mobile platforms writing scripts in C#.
- Researched competitive products and created design document detailing desired features and projected avenues of implementation.
- Designed core gameplay loop and mechanics.

Unity Developer | Acoustic Masterminds® Inc. | June 2019 - Present

- Expanded functionality for Augmented Reality iOS application.
- Analyzed undocumented, existing code to locate and fix bugs.
- Created new features and modified existing scripts to enhance functionality.

Education

B.S. Game Design Engineering

Cogswell Polytechnical College, San Jose, CA | 2019 | 3.97 GPA

Relevant Courses Taken: Game Studio 1 & 2 | Level Design 1 & 2 | Game Design 1 & 2 | Introduction to Game Production | Game Storytelling | C++ Programming | Advanced C++ Programming | Mobile Programming for iOS | Tools Programming | GUI and Graphics Programming | Texturing | Real-Time Visual Effects | Introduction to 3D Modeling | Character Rigging | Data Structures and Algorithms | Technical Writing

Collaborative Game Projects

ASIMo-V

Roles: Level Designer, Game Designer, Chief Engineer, Visual Effects Artist, Texture Artist, Sound Designer, Narrative Designer

A sci-fi, narrative-focused environmental puzzle game being developed in Unreal with mechanics revolving around dynamic gravity. I designed the game's demo level and visual effects, created most of the game's textures and sound effects excluding free assets, and developed most of the game's mechanics in Blueprints.

Under Maintenance

Roles: Game Designer, Level Designer, Engineer

A Virtual Reality maintenance simulator developed in Unreal for Stanford Children's Hospital officially sponsored by Oculus. My personal involvement mostly revolved around blocking out the world space, designing the minigames that took place in between the safety procedures, and working with the different departments to help foster the overall vision of the game.

TowAR Defense

Roles: Level Designer, Game Designer, Engineer

An AR Tower Defense game made in Unity for mobile platforms, designed around unrestricted tower movement. I designed and implemented mechanics and resolved version control issues.

Personal Game Projects

.Testing

Puzzle game inspired by *Portal*, developed in Unity with constrained mechanics. Two of my custom *Portal 2* maps based on this project are available on the Steam Workshop.

UE4 Duplicate Special Tool

Plugin for duplicating and laying out actors with specified transforms in the UE4 Editor.

UE4 Magic Shard Spawner

Mechanic for puzzles and combat that dynamically constructs an object as a collection of shards from any given static mesh. Written in C++ with Blueprint integration.

Robot Friday

2D-Adventure game for iOS incorporating find-and-retrieve puzzles and problem-solving.

Color Quest

Old-fashioned styled board game that pits strategy against random chance by restricting and opening certain paths to players based on luck and progress.

Twisted Memory

Card game adding challenging twists to *Memory* that introduces strategic play.

Stone Palace Escape

Text Adventure game originally programmed in C, then expanded and completed in C++.

Spacem

Treasure collecting game that lets the player switch freely between 2D and 3D during play.

Leadership and Teamwork Experience

- Associated Student Body Vice President and Secretary, Cogswell Polytechnical College
- League of Legends Collegiate Team, Cogswell Polytechnical College
- Volunteer Leader for music and youth programs, Creekside Community Church

Awards & Acknowledgements

- GDC 2018 Game Narrative Review Gold Winner
- Cogswell 2018 Excellence Awards, Best Research Paper, Runner Up
- President's Honor Roll, Cogswell Polytechnical College
- Cogswell College Dragon Scholarship

Portfolio website: isaacmadsen.com

LinkedIn profile: linkedin.com/in/isaacmadsen