

# Jon Castro

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## SUMMARY

3+ years experienced game development professional with a MS in Game Design and a BS in Game Programming. Expert at designing and implementing gameplay, graphics, and backend systems on teams ranging from 2 - 600+ people. Skilled in collaborating with cross-functional teams to enhance the player experience and deliver polished games on multiple platforms.

## SKILLS

### Key Skills

**Game Development • Game Design • Software Testing • Project Delivery • Cross-Disciplinary Collaboration • Synthesizing Solutions • Understanding Performance Costs • Working Under Technical Constraints • Working With Team Standards • Academic Research**

### Technical Skills

- **Game Programming:** 3D Math, Network Programming, AI Programming, UI Programming, CPU and GPU Optimization
- **Programming Languages:** C# (7 years), C++ (4 years), C (3 years), Python, Dart, Javascript, Objective C, HLSL, Intel x86 assembly
- **Tools:** Unity Engine, Unreal Engine, Visual Studio, VS Code, GitHub, Blender, VR, FMOD, Steam API, CUDA

## EXPERIENCE

### Software Engineer on Minecraft

May '22 - Present

Red Lens Games - A Washington based video game contractor affiliated with Microsoft and Mojang

Bellevue, WA

#### Game Development & Project Delivery

- Collaborated with Microsoft and Mojang to develop new gameplay and content for Minecraft using their custom C++ engine
- Extended functionality in 6+ backend systems including PlayFab entitlement, encryption, scripting, and UI
- Shipped a new edition of Minecraft on 3 different platforms including Windows, Android, and iOS

#### Game Testing & Troubleshooting

- Resolved 100+ bugs across multiple platforms and conducted code reviews
- Developed 50+ automated tests for new features, including unit, functional, and server tests

### Programming & Design Lead

Jun '21 - Present

Ironsilk Games - An independent game startup focusing on Unity game production

Troy, NY

#### Coding

- Designed and implemented gameplay systems in C#, including player controls, UI, and P2P networking with Steam integration
- Utilized C++ to develop custom blueprints in Unreal Engine 5 capable of parsing MIDI files to drive gameplay and shaders
- Created and documented 10+ tools in Unity for non-technical partner organizations

#### Management

- Managed a team of 6 consisting of artists, programmers, and designers to develop a multiplayer action game using Unity
- Facilitated daily scrum meetings to ensure efficient task delegation and timely project completion

### Game Designer & Full Stack Developer (Intern)

May '20 - Aug '20

Fiat Chrysler Automobiles - Italian-American multinational automotive manufacturing corporation

Auburn Hills, MI

#### Coding & Team Collaboration

- Developed a virtual vehicle testing environment in collaboration with propulsion engineers, resulting in a successful prototype
- Collaborated with multiple departments to develop and user test a 3D, physics-based racing game
- Wrote code specifications and design documents to simplify further development on both projects

### Programming & Audio Lead

Oct '19 - Jan '20

Auricle Project - Virtual reality action RPG for blind players

Troy, NY

- Implemented a virtual reality sword and shield combat system with 5 unique weapons
- Constructed an advanced spatialized audio system for an action adventure RPG

## EDUCATION

### M.S. in Game Design

Jun '20 - May '21

Rensselaer Polytechnic Institute | Troy, NY

### B.S. in Computer Science & Game Design

Jun '16 - May '20

Rensselaer Polytechnic Institute | Troy, NY