Diamonick Dunn

Game Designer/Developer

🎮 Profile

I am a creative Game Designer/Developer with 5+ years of work experience in developing digital games/apps (2D, 3D, mobile, VR) in Unity and designing digital assets (UI, icons, typography, etc.) in Illustrator, Photoshop, and Figma. I shipped 2 mobile apps to the App Store and 3 Unity Editor tools to the Unity Asset Store as a solo Unity developer. I seek to use my creative and technical skills to ensure a game's creative vision reaches its full potential, liaise with multidisciplinary teams towards common goals, and transform your current or future games into fun experiences.

🏋 Skills

- Video game design & development
- Game design documentation
- Unity engine experience
- VR/XR development (Unity, Meta Quest)
- Mobile game development
- Object-Oriented Programming (OOP)
- Proficiency in HTML, CSS, and Javascript
- Tools programming/C# scripting
- Adobe Creative Suite (Photoshop, Illustrator)
- Version control (GitHub, Plastic SCM)
- Atlassian Suite (Jira, Confluence)
- UI/UX design (Photoshop, Illustrator, Figma)
- Microsoft 365 (Word, PowerPoint, Outlook)
- Cross-functional collaboration
- Strong communication skills
- Creativity and innovation
- Problem-solving and creative thinking skills

👤 Contact

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Phone:
(225) 301-4831

Location:
Baton Rouge, Louisiana

💼 Professional Experience

Monster Theater | Unity Level Designer (Contract)

May 2024 - Present

- Set up volumetric, freeform, and spot lights in 2D scenes to create a futuristic feel across 8+ levels using Unity.
- Sorted 2D layers (decor, environmental, VFX, etc.) to enhance visual depth, fidelity, and clarity as players traverse through 8+ levels.

King Crow Studios | Designer I

June 2021 - March 2024

- Collaborated with the team to define and implement intuitive UI solutions that enhanced the user experience for 4 XR projects.
- Set up XR music recording studio using existing 3D assets and designed UI elements for the EBRPL client, resulting in a seamless user experience and no roadblocks.
- Designed and implemented user-friendly UI elements across 3+ training modules for a robust VR training suite named S.T.E.P.S using Unity, Photoshop, and Illustrator.
- Maintained previous responsibilities as Game Designer to define a game's overall creative vision for 2 years.

King Crow Studios | Game Designer

July 2019 - June 2021

- Overhauled game flow, UI, menu navigation, 8 character abilities, and 2 battle arenas throughout Necroball's production for 2 years.
- Created 2D UI assets and 4 battle arenas for Necroball using Photoshop.
- Worked closely with the Lead Programmer to implement core game mechanics and write clean code in Unity C#.
- Worked closely with the QA team to publish 2+ development builds daily to fix 100+ bugs during QA and post-launch.
- Fully shipped 1 game named Necroball out of Early Access on Steam, gaining adequate experience in Unity game development.

📘 Education

Bachelor of Science (B.S.) - Computer Science
August 2016 - December 2020
Louisiana State University, Baton Rouge, LA
Minor: Digital Media AVATAR Arts
GPA: 3.47

📜 Certifications

Unity VR/XR Developer: Make Immersive VIRTUAL REALITY Games
January 2024

Unity Certified Associate: Game Developer
October 2021

🔗 **https://www.diamonickportfolio.com/**　　in **www.linkedin.com/in/diamonick-dunn**