

Diamonick Dunn

Game Designer

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SUMMARY

- 5+ years of experience in developing games and integrating game assets (C# scripts, backgrounds, VFX, UI, etc.) using front-end and back-end game development tools in the Unity engine.
- Designed 50+ responsive UI elements (buttons, icons, menus, etc.) and implemented intuitive UI/UX solutions to enhance the overall user experience by 30% across 4+ XR projects from 2022 to 2024.
- Shipped 2 iOS apps to the App Store and published 3 Unity Editor tools to the Unity Asset Store as a solo Unity developer.

SKILLS

Skills: Game design, UI/UX design, level design, VFX, front-end development, version control, documentation, prototyping

Tools / Software: Unity, Adobe Creative Suite (Photoshop, Illustrator), Figma, Visual Studio, Git, C#, Jira, Slack, Google Docs

PROFESSIONAL EXPERIENCE

Monster Theater | Baton Rouge, LA

May 2024 - Present

Unity Level Designer (Contract)

- Placed existing 2D assets in 8+ levels to craft visually appealing environments that align with Atomic Owl's theme.
- Set up volumetric, freeform, and spot lights in 2D scenes to create a futuristic feel across 8+ levels using Unity.
- Sorted 100+ 2D layers (decorations, tilesets, backgrounds, VFX, etc.) to enhance the game's visual depth, fidelity, and clarity.

King Crow Studios | Baton Rouge, LA

June 2021 - March 2024

UI/UX Designer

- Collaborated with the Chief Architect to implement UI/UX solutions that align with the company's brand guidelines, enhancing the user experience by 30% across 4+ XR projects.
- Set up an XR music recording studio using existing 3D assets and designed responsive UI elements for the EBRPL client to increase user retention by 75%.
- 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, C#, Adobe Creative Suite, and Figma.
- Maintained previous responsibilities as Game Designer and led development of 2 gaming projects to establish a game's creative vision for 2+ years.

King Crow Studios | Baton Rouge, LA

July 2019 - June 2021

Game Designer

- Overhauled game flow, UI/UX interactions, 8 character abilities, and 6 battle arenas throughout Necroball's production.
- Liaised with the Lead Programmer to implement multiplayer features and write clear, maintainable code in C# to optimize game performance by 25%.
- Collaborated with the QA team to publish 2+ development builds daily to fix 100+ bugs during QA and post-launch, reducing the number of bugs reported by the QA Specialist by 50%.

EDUCATIONS & CERTIFICATIONS

Louisiana State University | Baton Rouge, LA

August 2016 - December 2020

Bachelor of Science (B.S.) - Computer Science

GPA: 3.47

Figma UI UX Design Essentials

February 2024

Unity VR/XR Developer: Make Immersive VIRTUAL REALITY Games

January 2024

Unity Certified Associate: Game Developer

October 2021