

Dane Carstens

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Experience

October 2025 - Present

C3.ai – Associate Solutions Engineer

- Created reusable React components to optimize logistics for the US Marine Corps
- Engaged in both virtual and on-site meetings with the customer to ensure satisfaction
- Wrote the development roadmap, scoping tasks, triaging by priority, and identifying blockers
- Upgraded / deployed apps in production, ensuring data validity throughout the project

June 2023 - October 2025

Save the Castle! – Unity VR Developer / Founder ([Steam VR](#))

- Solo launched the Steam release, handling playtests, final patches / features, marketing, etc
- Managed both commissioned and off-the-shelf art assets to ensure visual consistency
- Built the enemy system, including wave spawning, animation control, ragdolls, AI, etc
- Built developer tools to quickly build maps, making the most of a small art budget

June 2021 - September 2023

Common'Hood – Unity Developer (Steam: Fall 2022, Xbox: Spring 2023)

- Worked on prototyping and implementing the multiplayer sandbox mode
- Built editor tools, including the entire localization import/export backend
- Designed, prototyped, and implemented new gameplay features
- Implemented critical bug fixes and player quality improvements, before and after release

Education

August 2018 - June 2023

University of California, Irvine – B.S. Computer Game Science

3.4 GPA, built real games from day one. Participated in game jams and quarter long projects. Video Game Development Club Writing Officer

Skills

Programming

- Cursor / Copilot
- Python / C# / C++
- Godot / GDScript
- CI/CD

Unity

- Editor tools
- Controller support
- VR (Quest, SteamVR)
- Multiplayer

Other

- SQL / Databases
- AWS hosting
- SSH / Docker
- Git