

Caleb Perkins

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940-395-1189

Work Experience

March 2018 - May 2019 | Game Designer for Texas A&M's LIVE Lab

- Designed educational gameplay mechanics
- Development of rapid prototypes in Unity
- Documented mechanics & gameplay features

August 2017 - March 2018 | Engineering IT for Texas A&M

- Ticket-based issue tracking & customer support

Project Experience

2019 | In-Development LIVE Lab Game

- Created and pitched multiple game concepts
- Wrote documentation for the GDD and core gameplay features

2018 | ARTé: Hemut -- LIVE Lab game

- Worked QA on various parts of the game
- Developed an alternative for the core mechanic as an in-engine prototype
- Ideated a faction-based economy system

2019 | Online WebGL Game (Solo)

- Designed a 3rd-person story-based game with a 3-week scope for a class
- Developed in Unity 3D with the intent to publish on my website in WebGL

2018 | Degree Capstone Project (Team)

- Designed educational game to teach beginner programming concepts in VR
- Developed & tested user interface for the HTC Vive using Unity 3D

2018 | Chillennium 2018 Award for Best Recognition in VR (Team)

- Coordinated a team to create a VR wave-based shooter in 48 hours
- Developed core mechanics and level design using Unity 3D

Skills

Computer Languages:

C#, C++, Java, Python, Javascript

Software: Unity 3D, Adobe Creative Suite 5, Confluence, Jira, Trello

Version Control:

Plastic SCM, Github, Perforce

Volunteer Experience:

IGDA Student Chapter:

Event Coordinator Officer

Education

May 2019 | Bachelor of Science in Computer Science

Texas A&M University, College Station

Minor: Game Design & Development

References available upon request