

Sid Greenwood

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Summary:

- Junior gameplay design and development with additional knowledge in the art pipeline, mainly focused in Unity. Skills in software, languages, and concepts ranging from Git, C#, Rider, Unity and extensions (Pro Builder, Animation Package, etc.) , Google (Sheets, Docs, etc.), Obsidian, Blender, Substance Painter, Photoshop, and PureRef. Primarily focused in delivering empathic design for systems, gameplay, and production requirements alongside peers. Secondary strengths in prototype / gameplay scripting.
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Skills:

- Design
 - Collaborative communication
 - Unity Editor expertise
 - Foresight focused design for scalable, flexible, relevant solutions to deliver quality and applicable work amongst peers
- Development
 - Object Oriented Programming
 - Procedural generation
 - Visual / graph scripting
 - State system familiarity
 - Character controller and animation implementation
 - UI / UX Implementation
- Art
 - Rudimentary 3D asset creation and pipeline knowledge
 - Modeling
 - Sculpting
 - Shading
 - Texturing
 - Implementation
 - Optimization

Projects:

- The “Ranger Danger” trilogy • University • Spring 2024
 - Each canonical entry formed a basis for knowledge of game production, and earned a spot in the MSU Games Showcase, Spring 2024.
- “Castlevania”, by Konami, Level 1 Remake • University • Fall 2024
 - Developed a near one-to-one copy of Konami’s original “Castlevania” in a duo University project setting from scratch (sprites excluded).
 - Received a spot in the MSU Games Showcase, Fall 2024.
- “Dash Clash” • Spartasoft Studio • Fall 2024
 - Designed and developed tools in a small-sized group (~ 5 others) to explore and implement local multiplayer with separate character controllers and respective cameras in a 3D party game style.
- “Don’t Shoot The Messenger” • Spartasoft Studio • Fall 2024
 - Utilized terrain and particle systems to create a dynamic “fog-of-war” style 3D environment in a claustrophobic, tower-offense survival game demo.
 - Produced a health-driven audio feedback behaviour to communicate health and urgency to the player by means other than a health bar.
- “Lock In Or Layoff” • Game Jam • Spring 2025
 - Further bolstered ability to manage multiple inputs and deliver a local 2-4 player 3D office-extraction party game under the theme “Time To Go” in 48 hours.
 - Implemented a combination of player input and AI driven actors to utilize a point-and-click, isometric style with all players on one screen.
 - Created a state system to manage UI, scene swapping, virtual cursors for gamepad users, and event timings in game.
 - Designed a range of powerups and effects to increase replayability and potential skill ceiling.
- “The Wall” • Personal • Current
 - Combining all aforementioned design and development knowledge to create a local 1-2 player 3D hybrid of the “Clash-Royale”, (Supercell) troop tower defense genre and Totally Accurate Battle Simulator, (Landfall Games) battlefield sim genre.
 - Implementing new features and learning to use new concepts like Scriptable Objects, Shader Graph, and procedurally driven AI behaviour / terrain generation.
 - Ascertaining the do’s and don’ts of managing game economies, from the anchor resource to secondary economies.
 - Designing and developing overlapping real-time gameplay mechanics and systems.

Education:

Michigan State University, College of Communication Arts and Sciences
B.A. in Games and Interactive Media

Expected Grad: Spring 2027
Cumulative GPA: 3.73 / 4