

# Sid Greenwood

## *Game Design | Unity Development*

[Portfolio](#) | [Email](#) | [Itch.io](#) | [GitHub](#) | [Discord](#) | [Youtube](#) | [LinkedIn](#)

East Lansing, Michigan, United States

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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 packages (Pro Builder, Animation Package, Input System, Cinemachine, 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 systems / 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/machine familiarity
  - Character controller and animation implementation
  - UI / UX Implementation
- Art
  - Rudimentary 3D asset creation and pipeline knowledge
    - Modeling
    - Sculpting
    - Shading
    - Texturing

- Implementation
  - Optimization
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## Relevant Projects:

- “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 management of separate character controllers and respective cameras in a 3D party game style.
- “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 • Spring 2025
  - Created 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.
  - Implemented new features and learned to use new concepts like Scriptable Objects, Shader Graph, and procedurally driven AI behaviour / terrain generation.
  - Ascertained the do’s and don’ts of managing game economies from the anchor resource to secondary economies.
  - Designed and developed overlapping real-time gameplay mechanics and systems.
- “Ecolibrium” • Game Jam • Spring 2025
  - Delivered a scalable character controller and ability system in a few-day timespan.
  - Learned voxel based interaction systems and management on site.
  - Furthered my understanding of scene management and singleton powers by learning from peer programmers.
- “Headless Hollow” • University • Fall 2025

- Lead programming efforts to manage checkpoints, the macro + micro game loops, and player controller in a 3D platformer setting.
- Aided in environment set dressing and optimization.
- Received runner-up audience choice in Games Minor cohort.
- “Cycle // Break” • University • Fall 2025
  - Technically designed and implemented major game systems:
    - Procedural map and modification options in a roguelike game loop.
    - Camera cinematography and macro game state management.
    - Supporting UI / UX implementation.
- “Arcranium” • University • Spring 2026
  - Lead programmer:
    - Implemented game architecture package and onboarded peers to the system for fast iteration on game loop and mechanics in a few-week timeframe.
    - Enabled greater iteration for peers while maintaining code and project stability.
    - Responsible for the large majority of UI / UX elements and mechanics present in relation to drawing and editing objects on screen in a real time sandbox.
  - Supporting level designer:
    - Aided in level creation:
      - Provided structured editor sandbox / prefabs.
      - QA and playtesting.
      - Sandbox balancing.
      - Setdressing.
- “Q - B” • Game Jam • Spring 2026
  - In a 48 hour timespan, by individual means and previously owned assets:
    - Sourced or created, edited, and implemented all visual art.
    - Sourced, edited, and implemented all music and sound effects.
    - Designed a fun, simple, and scalable gameplay loop.
    - Developed a complete UI / UX / Gameplay experience.
  - Received the following:
    - Winner: Best Mechanic.
    - Runner-Up: Most Innovative.
    - Runner-Up: Audience Choice.
    - Runner-Up: Best Adaptation of Theme.
    - Runner-Up: Best Level Design.

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## Education:

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

**Expected Grad: Spring 2027**  
**Cumulative GPA: 3.7 / 4**