

Carson Moon | Gameplay Programmer

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Skills and Tools

Skills: Object-Oriented Programming, Rapid Prototyping, Code Documentation, Version Control

Tools: Unity, Visual Studio, GitHub, ClickUp, Jira, Photoshop, Illustrator, Blender, Maya

Experience

Boltz Entertainment, *Write Warz*, Senior Programmer, Unity July 2025 – Present

- Working with artists and sound designers to program and fully implement new gameplay sequences
- Rebuilding old systems from the ground up for a smoother gameplay experience
- In charge of delegating tasks to programmers and being available to interns for help

BookWorm, *GRIMWAR*, Lead Programmer, Unity Aug. 2024 – May 2025

- Implemented all major systems, including player controls, movement, attacks, and enemy AI
- Implemented systems for speedrunning, menus, general gameplay, and saving
- In charge of programming task management through ClickUp

SimBlocks LLC, Software Developer, Unity June 2024 – June 2025

- Working with programmers and artists to develop contracted applications
- Using C# and .NET MAUI to create VR and tablet experiences and environments
- Experience with TortoiseGit, Jira, Visual Studio, and Virtual Reality development

Ensemble Interactive, *Wellness Hero*, Lead Programmer, Unity Jan. 2024 – Aug. 2025

- Conceptualized, prototyped, and ideated through weekly builds of a mobile game
- In charge of organizing, programming, and refactoring all game systems
- In charge of maintaining bug reports and performing and pushing maintenance fixes

Team Azure, *Linn Falls*, Producer and Programmer, Unity Aug. 2023 – Dec. 2023

- Implemented all major systems, including player controls, movement, attacks, and enemy AI
- Implemented systems for speedrunning, menus, general gameplay, and saving
- In charge of programming task management through ClickUp

Education

University of Central Florida May 2025

B.A. in Digital Media on the Game Design Track

Minor in Computer Science

University of Central Florida Dec. 2023

Associate in arts degree