

Datorien Anderson

Technical Game Designer

EXPERIENCE

VR Simulation Designer – [Interplay Learning](#)

Aug. 2021 – Jan. 2023 | Language / STACK: **C#, Oculus VR, Unity**

- Employed agile methodologies to quickly prototype simulations, enabling iterative development and continuous improvement, leading to the successful creation of 30+ Sims for Carrier over an 18-month period.
- Developed a state machine template to streamline the creation process, reducing redundancy and enhancing efficiency in the second project.
- Leveraged expertise in Unity to design intricate systems, including state machines and LED displays, ensuring accurate representation of and functionality in line with real-world equipment and scenarios.
- Seamlessly integrated various technologies such as C#, Oculus VR, Unity and ECS to create engaging simulations, focusing on level building and interactive functionality.
- Played a key role in adapting initial simulations for the South African market, and mentored a new hire for that third project, transferring knowledge and responsibilities.
- Helped mitigate high unemployment rates in South Africa (35.3% as of Q4 2021) by delivering online and VR training for the essential skilled trades.
- Managed camera placements, procedural step designs, and quality assurance to enhance user comprehension and interactive experience, receiving praise for special attention to detail.
- Actively involved in debugging and fixing issues, including but not limited to sound effects, visual effects, and interaction points, ensuring smooth functionality and user experience.
- Managed the live publishing process, ensuring seamless deployment of the simulations across various platforms (VR, Tablet, & PC), maintain quality and performance standards, and provided real-time updates and support.

Founder / CEO – Terminus Interactive

June 2020 – Present | Independent | Language / STACK: **C#, Unity**

- Designed and developed various digital games including, a board game featuring Light vs. Dark and social deduction mechanics, creating a thrilling and immersive near-apocalyptic experience.
- Utilized C# to rapidly prototype new game concepts, allowing for quick iteration and feedback during the early stages of development.
- Established LLC as a step towards creating an independent game development studio.
- Commissioned and collaborated with artists to produce artwork.
- Created detailed game design documents and art briefs.
- Met with potential investors to discuss funding for the project.
- Responsible for all aspects of project management, from conception to execution.

ACHIEVEMENTS

- **“Xibirisms”** – Hnr. Mention, [SFPoetry](#)
Earned an honorable mention at the SFPoetry Long Form Contest for Xibirisms

EDUCATION

Full Sail University, Winter Park, FL. –
Game Design B.S.

August 2018 – February 2021

Fern Creek High School, Louisville,
KY. – High School Diploma August
2010 – June 2014

SKILLS

INDUSTRY SPECIFIC

Game Development
Game Design
Gameplay Programming
Systems Design
Visual Scripting

LANGUAGES

C# (Intermediate), Python (Novice)

ENGINE

Unity3D (3+ YOE)
Unreal (6 Months)

PRODUCTION SOFTWARE

Perforce / SourceTree
Unity DevOps Version Control
GitHub / Git
Trello | Altova XMLSpy
Miro / Figma

datorienanderson.com

github.com/voidespy

PROJECTS – BYTE SIZED ADVENTURES

Operation: Nexus–

July 2023 - Present | Language: C# | Unity3D

- Designed and implemented the 3C (Character, Controls & Camera) of the player character—continuing to create an immersive experience. Operation: Nexus is a high caliber fantasy game; an FPS Tactical Shooter with an emphasis on sniping.
- Designed the overall objective and background story of the game; co-designed the different realms with the level designer.
- Kept up with managing design documents and design specifications documents.

Void: Occultic Syntax –

May 2023 | Language: C# | Unity3D

- Designed and developed an advanced hangman game with multiple dictionaries and innovative input systems, including using ASCII Binary to guess letters, resulting in a challenging and engaging player experience.
- Utilized C# to design and implement scalable gameplay systems for various game projects, creating efficient and modular code that allowed for easy iteration and updates.

Aetherial Projects –

Jan 2017 - Present | Literary & Analog |

This speculative fiction project encompasses a vast and intricate universe with elements of fantasy and horror. I've created a diverse range of materials that both explore and expand this universe:

- A guidebook of over 40,000 words, providing in-depth details on the lore, characters, and settings within the universe.
- An 8,000-word epic poem, divided into seven cantos, that delves into the key narratives and themes of the universe.
- A chapbook containing 30+ poems, serving as an introduction to the universe and its many facets.
- A detailed short story set within the universe, demonstrating the narrative potential of the IP.
- A series of game design projects, both in development, scrapped or being conceptualized, that bring the universe to life in an interactive format.
- A WIP board game that can also just be used as a PNP addition.

Portfolio Links

Interplay Learning (Carrier – 30+ Unity Scenes alone):

- [Circuit Board Commissioning \[Carrier\]](#)
- [SPP Troubleshooting \[Carrier\]](#)
- [Combustion Lab \[Goodman – QA\]](#)
- [Refrigeration Lab \[Goodman – QA\]](#)

Analog Games:

- [Gnosis Bomb & QuickGuide](#)
- [Omega Colony](#)

Other Notable Digital Games:

- [Zombie Game](#) by Deadbyte (Writer & Game Designer)
- [Void: Occultic Syntax](#)
- [Void Installer](#)
- [Vile Escape](#)

Mods:

- [Add-On](#) for Fallout: New California Overhaul mod.

Rust Programming (Mini Rust Programs)

: [Crabs in the Sandbox](#)

- Disorder – “Got the spirit but lose the feeling.” as code.
- TrackIt – “Book tracking that’s utilizes JSON.”

Python (Mini Scripts):

- Youtube Short [URL Extender](#)

Writing:

- [Beget the Gods, Beget Life](#)
- [From The Abyss](#)
- [Missing Elements](#)
- Xibirisms (Unpublished)