

George Castle • Game Designer

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Professional Experience

Game Designer II at [Ramen VR](#), San Francisco, CA

2022-present

Virtual reality cross-platform game development startup with 25 employees and \$30 million in funding.

Prototype Projects

- Authored detailed specification documents and pitches to support ideation and pre-production for unreleased game prototypes.
- Developed and implemented Technical Design solutions, including solo prototyping for three distinct multiplayer prototype projects using Unity C#, Unreal Blueprints, and a proprietary scripting language.
- Organized and conducted user testing sessions for early-stage prototypes, collecting and analyzing feedback to refine design concepts and improve player experience.

Zenith: Infinite Realms

(2023-2024) Virtual Reality Looter ARPG developed by Ramen VR in the Unity Game Engine.

- Designed and implemented a fully randomized loot system, focusing on engaging progression across levels 1-100, including unique item modifiers to enhance player build variety.
- Technical design for new player abilities, utilizing visual scripting to develop mechanics such as “Aspect” modifiers that dramatically rework core skills.
- Led player progression design, balancing XP requirements, enemy XP rewards, and stat progression across all 100 levels, and designed Season Rank system.
- Sole Infinite Realms Seasonal Content Designer, delivering updates with new unique armor sets, skill trees, abilities, reskinned and redesigned bosses, new enemy setups, and monetized IAP content.
- Led design and implementation of dynamic, multiplayer-focused Public Event activities.

Zenith: The Last City

(2022-Present) Virtual Reality MMORPG developed by Ramen VR in the Unity Game Engine.

- Combat & AI Design work, owning the design and implementation of a new World Boss with 5 special abilities from initial concept to final implementation. Utilizing a custom visual scripting language to deliver advanced functionality, including a dynamic platform-jumping mechanic.
- Sole AI Designer for expanding above World Boss into a Raid Boss variation, introducing 3 new abilities and incorporating a unique grappling locomotion system through visual scripting.
- Designed and implemented 26 main story quests, 14 side quests, 13 daily quests, and 16 world events across 1.3.0 and 1.3.1 patches for *Zenith: The Last City* using the Unity Game Engine
- Led Quest, World Activity, and Encounter Design on the Skyward Summit Expansion for *Zenith: The Last City* and follow-up 1.3.1 & 1.3.2 Minor Patches
- Economy and Progression Designer for creature collection minigame in *Legends Untold* update
- Economy and Progression Designer for *Winter Festival* event in 1.2.1 update

Associate Game Designer at [Niantic Inc.](#), Los Angeles, CA

2021-2022

Augmented reality mobile games studio that developed Ingress and Pokemon Go.

- Designed and implemented combat abilities for ~20 distinct characters in upcoming mobile geolocation action RPG [Marvel: World of Heroes](#) using the Unity Game Engine
- Coordinated with VFX and animation teams to ensure alignment with design’s vision
- Wrote and maintained combat system documentation in Confluence

Software Engineering Fellow at [XRI](#), Ann Arbor, MI

2020-2022

Extended reality initiative at the University of Michigan that educates and funds student AR/VR projects.

- Designed and implemented VR experiences created for events hosted by the University of Michigan using the Unreal Engine, including a VR recreation of a segment of campus known as “The Diag”

Software Engineering Intern at [SpellBound AR](#), Ann Arbor, MI

2020

Augmented reality mobile games and tools studio that promotes patient care.

- Designed and implemented AR creature capture and fishing mini games for pediatric mobile tool [ARISE](#) using C# and the Vuforia package in the Unity Game Engine

Education



University of Michigan, Ann Arbor, MI

B.A. - Art & Design

2017-2021