

Isaac Craig

Gameplay Engineer

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ABOUT ME

Gameplay-focused Unity/C# engineer with shipped solo games, freelance client work, and team production experience building combat, AI, player movement, interaction, and multiplayer systems.

EXPERIENCE

WaxHeart Team — *Gameplay Engineer*

Remote | Nov. 2024 – Present

Project: WaxHeart — waxheart.info

- Implement gameplay features and content hooks in a large shared Unity/C# codebase, working within existing architecture.
- Diagnose production bugs across gameplay systems; reproduce issues, isolate root causes, and validate fixes across builds.
- Refactor legacy systems to improve maintainability, reduce edge-case failures, and increase gameplay polish.

DeDelon Games — *Gameplay Engineer*

Remote | Apr. 2026 – Present

Project: Dealt in Darkness

- Develop Unity/C# gameplay systems for a multiplayer horror card/board game: networked items, card logic, and interactions.
- Build reusable gameplay hooks and ScriptableObject-driven systems for modular item behavior across game modes.
- Debug multiplayer issues across local and networked sessions, including targeting, turn flow, visuals, feedback, and state sync.

Ikes Games — *Independent / Freelance Gameplay Engineer*

Santa Clara, CA | Aug. 2022 – Present

ikesgames.com • spellfister.com

- Solo developer of SpellFister and four shipped Unity titles; own gameplay development from prototype through testing, polish, and release.
- Deliver freelance prototypes and vertical slices for clients under fixed-price and hourly contracts, communicating scope, milestones, timelines, and technical tradeoffs.
- Build combat, AI/state behaviors, movement, progression, procedural systems, physics, UI, and modular gameplay architecture.

Peet's Coffee and Tea — *Shift Lead*

Davis, CA | Mar. 2021 – Aug. 2025

- Balanced shift lead responsibilities with full-time CS coursework, freelance work, and independent game development.

EDUCATION

University of California Davis — *BS, Computer Science*

Davis, CA | June 2024

PROJECTS

- **SpellFister:** Solo-developed FPS roguelite featuring spell-based combat, enemy waves, scalable progression, and modular upgrade systems. Built end-to-end in Unity/C# with emphasis on responsive combat feel, enemy behavior, and release-ready polish. Currently undergoing major updates with a planned Steam release.
- **Trick or Treat:** Six-week Unity/C# Halloween game with procedural streets/houses, AI NPCs, and a karma system.
- **Recycle Me:** 24-hour HackDavis Unity game with physics-based waste sorting, scoring, tuning, and item-throwing.
- **Dino Drop:** Shipped 2D Unity platformer focused on tight movement, obstacle timing, and game-loop polish.
- **Best Ducking TD:** 48-hour Unity TD game with wave spawning, tower placement, enemy pathing, and rapid tuning.

TECHNICAL SKILLS

- **Languages:** C#, C++, Python, Java; familiar with C and GDScript
- **Game Engines:** Unity, Godot, Unreal Engine
- **Gameplay Systems:** Combat, player interaction, AI behaviors, state-driven architecture, multiplayer gameplay, physics mechanics, progression systems
- **Unity Tools:** ScriptableObjects, Prefabs, Animation Events, Cinemachine, Unity Netcode, Unity UI
- **Production Tools:** Git, Jira, Trello, Docker, CI/CD