Dante Ciasca

Game Designer

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Skills

- Level Design
- Programming
- Video Editing
- Unity Animation Trees
- UI Design

Tools

- Unity
- Unreal
- Photoshop
- C#, C++, Java, SQL, HTML
- GitHub

Experience

Bookwyrm | *GRIMWAR* | Level Designer   September 2024 – May 2025
- Designed and white-boxed quarter of the playable areas
- Populated levels using assets provided by artists
- Play tested levels to ensure consistency between designers

Star Studios | *Comet Climb* | Code Lead, Designer   August 2024 – September 2024
- Programmed currency system to track achievements
- Programmed UI elements to navigate menus and update dynamically
- Created levels and set up systems for 2D tile palettes

Low Rollers | *Do or Die* | Level Designer   March 2024 – May 2024
- Designed, white-boxed, and implemented tutorial level
- Made UI for dialogue and directions
- Assisted with programming core gameplay mechanics

Autofill | *Cheddar Chase* | Technical Designer   February 2024 – March 2024
- Programmed tracking AI guards that navigate set perimeters
- Created fluid playable area
- Implemented audio triggers and cues

Education

University of Central Florida - B.A: Digital Media Game Design   May 2025
Broward College – Associates of Arts   May 2023