
Paul M. Cain

Senior Unity/XR Developer | Technical Designer

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EXPERIENCE

Roundtable Learning | Chagrin Falls, OH - Senior XR/Unity Developer

August 2021 - November 2021

- Took ownership of assigned projects as the lead Unity Developer to ensure quality development while meeting deadlines
- Worked closely with a team of developers, 3D/2D designers, writers, and directors to effectively collaborate and communicate ideas, obstacles, and solutions.
- Effectively set up Unity projects for the desired delivery platform including Android, iOS, Windows, Mac, Oculus, Pico, HTC, WebXR, WebGL, etc.
- Worked with existing code structure as well as designed clean, efficient, new code to improve processes and functionality
- Diagnosed and resolved project pipeline and backend optimization paths.

Case Western Reserve University | Cleveland, OH - Web Developer

December 2019 - May 2020

- Created, managed and maintained client websites using Drupal 8, HTML5, JavaScript, SASS, etc.
- Ensured all websites remained accessible in accordance with WCAG standards.
- Wrote custom applications and tools to streamline productivity via C#/.NET and BASH
- Worked within an AGILE-based, team-oriented environment

EDUCATION

Master of Science in Game Design -Full Sail University 2018

Bachelor of Science in Games and Animation -Ohio University 2013

SKILLS

Programming:
C#, C++

Web:
HTML/5, CSS/3, JavaScript/Jquery, PHP, Bootstrap 4, SQL, JSON, Drupal, Wordpress

Project Management:
Agile/Scrum methodology, Git, Subversion, Microsoft Office, Project, Visio

Imaging:
Photoshop, After Effects, InDesign, Autodesk Maya

Design:
Game, Web, Publication, UX/Interface

Engines: Unity
3D/2D, Godot, Unreal Engine

LANGUAGES

Advanced English, intermediate Spanish, Basic Japanese