

# Ray Nothnagel, Certified Unity Developer

Brooklyn, NY

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## Objective

Expert Unity programmer and developer seeking to join an excellent and creative game or app development team.

## Experience

### Unity Engineer, Virtual Training World

April 2021 – September 2023

Engineer on the Vingo exercise app, which involved development for Bluetooth hardware, voice chat, networking, and gameplay.

- Worked a prototype app into a production-ready game experience.
- Developed coding standards and practices for a sustainable async-by-default codebase
- Integrated third-party systems and Bluetooth fitness hardware to create a good user experience

### Unity Engineer, Nickelodeon Games

January 2017 – June 2018

Engineer on the Smart Video app (later Noggin) to create tools for content authors and video-based apps for children.

- Developed an editor-focused codebase into a viable consumer-grade app for [Play-Along Video](#)
- Worked with video and interactive content from multiple sources
- Unity C#, custom serialization, export/import tools, complex data structures, and editor code

### Senior Unity Developer, Kognito LLC

August 2015 – April 2016

Developer on a medium-sized team to create educational conversational experiences in the Unity engine.

- Used Agile methodology to coordinate with team and adapt to changing project needs.
- Developed Unity editor tools in C# for teammates
- Interoperability with Adobe Animate (Flash) workflow

### Lead Unity Developer, leftchannel inc.

2010, February 2014 – June 2015

Lead developer on several client projects and games. I consulted there in 2010, coaching their web developers in Unity basics while creating the foundation of the game [PEST: BEGINS](#).

- Established an augmented reality workflow and toolkit involving Unity, Maya, and Cinema 4D
- Integrated Unity apps with plugins including Facebook and in-app purchases
- Developed and published experiences and games for iOS

## Skills

- Over **17 years** of experience with the Unity game engine
- Proficient and experienced in the C# language
- Experience integrating plugins and services
- 10+ years of experience with iOS development in Unity

Officially Certified Expert Gameplay Programmer (in 2018)

