

PROFESSIONAL SUMMARY

Since around 2012, I've designed and released more than 20 games in Unity and XNA for myself and clients. I've led countless teams through both short-term and long-term timelines. Because of my skill with Game Design and Programming, plus my background in Art Direction, UX Design, and Music, I am able to act as an interdisciplinary coordinator, connecting the team to one another's ideas. Out of all the skills I possess, I find game design to be the most fulfilling. Because of my self-directed ability to learn new skills and technologies, I am able to quickly adapt to different tech. I slot well with teams and project deadlines with thorough organization, time management, and a dollop of humor.

TOP 5 SKILLS

TECHNICAL GAME DESIGN

C# / UNITY

UI/UX DESIGN

TEAM COMMUNICATION

THRIVING IN AMBIGUITY

EXPERIENCE

Aesth Games - September 2012 - Present (11+ years experience)

Founder, Programmer and Technical Game Designer

- Our games currently collectively get an average of 500-750 views per week on Itch.io.

Common Tools:

Docs/Notion for GDDs. A ton of spreadsheets. Figma/Figjam. Intermediate level Unity C#. JetBrains Rider IDE. Git.

Project highlights:

Twilight Tower 2 (vertical slice) - 2023 - 2024 <https://caseyweeks.com/project/twilight-tower/>

Technical Game Designer, Creative Director, Narrative Designer, UI/UX Designer • Unity, C#

- Focused on game design and handed the programming reigns to a senior programmer for Gearbox Software.
- After many prototypes, designed a system that seamlessly blends combat and narrative through card play.
- Received funding offers more than \$100,000 from publishers.

Twilight Tactics - 2020 - 2022 <https://boz-float.itch.io/twilight-tactics>

Game Designer, Creative Director, UI/UX Designer, Sole Programmer • Unity, C#

- Designed a tactics grid / deckbuilding hybrid with extensive player feedback overlays after ample playtesting.
- 2000+ contributions on Github as I tested several prototypes before landing on the final design.
- This project massively improved my ability to think in modular design systems and create game design tools.

Twilight Tower - 2020 <https://boz-float.itch.io/twilight-tower>

Game Designer, Creative Director, Writer, Sole Programmer • Unity, C#

- ~50 views a day on Itch.io.
- Began as a game jam entry where it was 1st place with a perfect score for art. I built it in 100 hours over 2 weeks.
- Featured by Itch.io and Alphetagamer, which garnered interest from a few publishers.
- Finalist for best narrative at BIG Festival (competed against all full-budget steam games including Citizen Sleeper).
- Finalist for best game jam GDWC.

EXPERIENCE (CONTINUED)

Kickochet • 2019 – 2020 <https://caseyweeks.com/project/kickochet/>

Sole Programmer, Director, Game Designer • Unity, C#

- Started as a top 20 winner (in no particular order) out of 2620 entries from the GMTK Jam 2019.
- Put 1000 hours into a post-jam version which saw ~100-200 views a week on Itch.io for years after.
- Taught me a lot about action game mechanics, building level design toolsets, and tutorializing without words.

Cereus • 2014 – 2017

Solo Creator • Unity, C#

- First major project, which took 3 years from start to release as a mobile game.
- Immersed me in the world designing every last detail of a game and taught me all the fundamentals.
- Before I stopped maintaining it and took it down from the Play Store, it had a 5-star rating.

Filament Games • Nov 2023 – Feb 2024 <https://caseyweeks.com/project/infosphere-invaders/>

Freelance, Technical UX/UI Designer

- Instantly clicked into an agile team in the middle of a project to help bring a project to launch.
- Was initially brought in to do the UX/UI Design but they realized I could bypass bottlenecks if I also coded.
- Because of my programming, I helped the team finish well ahead of schedule.
- Modularized the UI implementation with creative code animation and scriptable objects.

Casey Weeks UI/UX Design • August 2006 – Nov 2023

Freelance UI/UX Designer

- Work that funded development of my (mostly) free games over 10+ years.
- Managed my own freelance business through mastery of organization and client management.
- Designed product MVPs for countless clients and projects helping them raise millions of dollars.
- Defied cultural norms by collaborating extremely well with developers.
- Art Directed over 50 projects for the National Academies.

Common Tools:

Figma, Advanced Photoshop, Illustrator, and InDesign. Balsamiq. High familiarity with HTML/CSS, Javascript, and P5JS.

EDUCATION

University of North Texas • Entered Aug 2002, Graduated May 2008

College of Visual Arts and Design

Bachelor of Fine Arts: Communication Design (specialization in Art Direction)