

Cullen Heubner

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PROFESSIONAL SUMMARY

Experienced Unity Developer with 7+ years delivering production games to 100K+ MAU including Gorilla Tag and Darts Match Live. Proven track record creating revenue-generating features and tools across gameplay mechanics, AI systems, procedural generation, and multiplayer networking. Strong technical contributor experienced in cross-timezone collaboration, technical guidance and cross-discipline communication. Combines deep Unity expertise with business impact through tools that directly increase in-game sales and enhance player experience.

PROFESSIONAL EXPERIENCE

Game Developer/Programmer | Coatsink

July 2023 - Current

Working on high-profile VR multiplayer games including Gorilla Tag (30-50K monthly active users). Myself and another colleague were responsible for making technical initiatives in complex networking architecture and system design while collaborating across timezones with international clients. Took ownership and responsibility for multiple gameplay features.

Key Achievements:

- PUN2 to Fusion networking conversion for Gorilla Tag, maintaining dual implementations during transition
- Delivered live-ops updates for production VR game with >100K MAU
- Responsible for designing and building core gameplay mechanics for Battle Pets - Horizon Worlds
- Collaborated seamlessly with international development teams across multiple timezones

Game Developer/Programmer | Motionlab Interactive

August 2018 - July 2023

Technical development on multiple live production games, creating revenue-driving features and tools for games with 10-20K monthly active users. Took games such as Broken Grounds from concept to release.

Key Achievements:

- Created an editor tool for procedural dart-model creation for Darts Match Live that directly increased in-game sales through fast content generation
- Developed custom game modes that contributed significantly to revenue growth
- Implemented multiplayer reconnection and synchronization systems for improved user retention
- Built core game mechanics for Dungeon Explorer, a multiplayer mobile game with procedural generation
- Lead development of Broken Grounds game mechanics
- Handled live-ops, bug resolution, and client support for production games (10-20K MAU)
- Developed server-side Systems and API logic in PHP with MySQL database integration
- Recorded, edited and implemented game audio using Audacity

VR Academy Application Developer/Apprentice | EON Reality

September 2016 - August 2017

Completed intensive 12-month VR development training program, graduating as one of 12 out of 50 enrollments. Created innovative JavaScript solutions for HTC Vive testing that became part of the training curriculum.

Key Achievements:

- Created, Designed and developed JavaScript system for EON Studio enabling testing VR functionality without physical hardware
- Built VR applications for head-mounted display systems (HTC Vive, Oculus Rift)
- Created interactive AR/VR content used at international EON offices for capability demonstrations
- Effectively collaborated with multi-discipline teams and project managers within an hybrid/adhoc environment

KEY PROJECTS

Horizon Worlds - Battle Pets (Coatsink)

- Developed core game mechanics and multiplayer logic systems
- Built procedural level generation using pre-built room prefabs
- Created AI systems for enemy characters and character controller implementation

Gorilla Tag (Coatsink)

- Converting networking implementation from Photon PUN2 to Fusion for 30-50K MAU VR game
- Maintaining both networking implementations to allow seamless transition
- Providing live-ops updates and keeping pace with core development team

Darts Match Live (Motionlab Interactive)

- Created procedural dart-making tool that increased in-game sales through fast content creation
- Implemented multiplayer reconnection and syncing systems
- Setup client and server systems for daily challenges, rewards, minigames and seasons
- Setup server side season creation tool to allow creating, editing and updating seasons dynamically
- Handled live-ops and client support for 10-20K MAU production game

Broken Grounds (Motionlab Interactive)

- Designed and created all core game mechanics and functionality.
- Created design tools to allow easy level creation speeding up level design significantly.
- Designed all features to be modular allowing drag and drop functionality for all gameplay systems

Dungeon Explorer (Motionlab Interactive)

- Built multiplayer mobile game with rogue-lite elements featuring procedural generation
- Developed core game mechanics, AI systems, and character controllers

Flingy Ball - WIP name (Motionlab Interactive)

- Worked alongside design to build core systems
- Creates a realtime level generator to build dynamic levels based on multiple factors (level, difficulty, etc) using prefab components

EDUCATION

Extensive VR Development Training Course | EON Reality Innovation Academy

2017

- VR/AR market introduction and 3D modeling with Autodesk 3dsMax
- Geometry optimization and 3D format conversions for real-time applications
- JavaScript programming for interactive 3D content creation
- Deployment for immersive projection systems and VR headsets

Diploma in Information Systems Engineering | CTI Johannesburg

2015

- C# Programming and SQL database programming
- Program analysis using flowcharting and pseudocode methodology
- Visual Studio application development

AS-Level | International Pre-University College Johannesburg

2014

Physics, Mathematics, Chemistry, English

TECHNICAL SKILLS

Programming: C#, .NET, Unity Development, JavaScript, TypeScript, PHP, SQL

Game Development: Gameplay Programming, Character Controllers, AI Systems, Procedural Generation, Multiplayer Networking (PUN2/Fusion), Live-ops, Tools Development

Technologies: MySQL, GIT, Unity Cloud Build, Blender, VR/AR Development, Performance Optimization, AI LLM RAG tools, Claude Code, Google Gemini, MCP server tools.

Methodologies: Agile, waterfall and hybrid Development,

Platforms: Mobile, VR (HTC Vive, Oculus Rift), PC, Cross-platform Development

SOFT SKILLS

ADDITIONAL INFORMATION

Personal Strengths: Successfully overcome challenges associated with dyslexia. Passionate about continuous learning in game development technologies.

Interests: Software engineering, Unity/Unreal engine development, VR/AR experiences, 3D modeling with Blender, travelling, and learning piano.

References: Available upon request