

Russell Dooley

Game Developer · Technical Content Producer · Software Developer

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PROFILE

Passionate game developer with 8 years at Unit 2 Games, spanning gameplay programming, community management, live production, and content creation on major UGC platforms (Crayta and Horizon Worlds). I bring an end-to-end perspective -- from initial scoping and system design through to live ops and community growth.

EXPERIENCE

Unit 2 Games

Community Manager · Game & World Content Developer · Technical Content Producer

8 Years

Crayta (UGC Platform)

- Managed Discord community from pre-launch through live ops, including top-creator programs
- Developed game and world content within the Crayta platform
- Ran multiple weekly livestreams: creator showcases, tutorials, and live programming workshops
- Produced, filmed, and edited several game trailers for the platform

Horizon Worlds -- Key Games

- Kaiju City Showdown -- gameplay programmer and live ops manager/producer post-launch
- Profit or Perish -- gameplay programmer focused on the new user experience
- Pets Park -- lead technical producer; designed and built gameplay systems alongside NPC platform features

Code Red Software

Software Developer

Prior to Unit 2 Games

- Built web tooling end-to-end for clients, from initial scoping through post-launch production and live ops.

EDUCATION

De Montfort University

BSc Computer Games Programming -- 2:1

2013

SKILLS

Gameplay Programming & Scripting

Lua · TypeScript · C# · UGC Platform APIs · NPC Systems · Live Ops

Community & Content

Discord Management · Creator Programs · Livestream Production · Tutorial Creation · Video Editing · Trailer Production

Production & Delivery

Technical Production · Web Tooling · Client Collaboration · End-to-End Delivery · Post-Launch Support

PORTFOLIO HIGHLIGHTS

Kaiju City Showdown

Horizon Worlds

Gameplay programmer and live ops manager/producer post-launch. Built combat gameplay systems and managed ongoing content updates in Meta's social VR platform.

Profit or Perish

Horizon Worlds

Gameplay programmer working on the new user experience flow to ensure accessible and engaging onboarding for incoming players.

Pets Park

Horizon Worlds

Lead technical producer -- designed and built core gameplay systems alongside Meta's NPC platform features; collaborated directly with platform teams on tooling feedback.

Crayta Platform Content

Unit 2 Games / Google Stadia

UGC game and world content developer across the full platform lifecycle. Community livestream host, tutorial producer, and trailer production lead.