

CONTACT

✉ cruscella@ruscellaimmersive.com

🌐 [LinkedIn](#)

🌐 www.caiusruscella.dev

PROFILE

VR and game developer specializing in Unity and C#, creating immersive VR, AR, and XR experiences that blend technical design with narrative-driven gameplay.

SKILLS

- VR / AR / MR Development
- Unity 2D / 3D
- C# / C++ / Python Programming
- Narrative / Systems Design
- Project Lead
- Project Management
- 360 / Cinematic Filming & Editing
- Client-Facing Product Demonstrations
- Cross Departmental Communication
- Conflict Resolution

TOOLS

- Unity / Unreal Engine
- Visual Studio / VS Code
- Adobe Cloud
- Microsoft / Google Suites
- Perforce / GitHub
- ClickUp / Jira / Miro
- Clockify
- Canva

EDUCATION

2025 - 2026

FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY

- MS Interactive Entertainment

2021-2023

GEORGE MASON UNIVERSITY

- BFA Computer Game Design (Cum Laude)

2019-2021

SHENANDOAH UNIVERSITY

- Virtual Reality Design

GAME JAMS

- Global Game Jam 2020
- FIEA/UCF Collegiate Game Jam 2026

CAIUS RUSCELLA

GAME DESIGNER

EXPERIENCE

Mythbound

October 2025 - Present

Design Lead & Technical Designer at Skaldforge

- Lead gameplay and systems design, defining combat, momentum-based movement, character abilities, and progression while producing GDD documentation and system flowcharts that guide implementation.
- Support cross-discipline production by creating gameplay balance spreadsheets, leading design reviews, and translating design goals into clear tasks for technical and level design teams.

Dungeon of Echoes

- Created a 2D roguelike dungeon crawler in Unity using C#, implementing player combat systems, enemy and boss AI, procedural dungeon generation, and an item-driven stat and projectile system.

7 Deadly Goats

- Served as Technical Designer on a FIEA Collegiate Game Jam four-person team, designing the level layout, writing and voice acting a script for the story while collaborating with the programmer to implement the gameplay trials.

Fright Train

- Developed a Thomas the Tank Engine horror game in Unity, implementing environment assets and scripting gameplay triggers, note interactions, and progression systems to support environmental storytelling.

WORK HISTORY

Ruscella Immersive LLC

September 2025 - Present

Unity Consultant & NWN Administrator

- Created and manages the NEXTWave Network immersive learning community, collaborating with universities, labs, and industry partners to support immersive technology initiatives.
- Developed immersive web experiences using Needle Engine and contributed to technical design, curriculum development, and prototyping for XR projects.

AccessVR LLC

February 2022 - November 2023

Unity Developer

- Developed VR, AR, and XR applications in Unity using C#, including projects integrating AI systems and bHaptics haptic technology.
- Led development for client projects, conducted R&D on emerging technologies, and mentored junior developers while managing project deliverables.

VOTU LLC

March 2020 - April 2021

Unity Contractor

- Developed Unity applications integrating 360° video and immersive features for VR platforms including Oculus Rift and Quest.
- Delivered contract projects for public schools and Shenandoah University while collaborating with clients to define technical requirements.

SCIL Labs

May 2019 - January 2021

Lab Technician

- Developed Unity applications and immersive experiences while supporting research and development initiatives.
- Produced and edited 360° video content and contributed as a junior developer on government contract projects.