

ISAAC LAGER

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SUMMARY

Second-year Games Production student at De Montfort University, looking for a placement year from summer 2027. Technical artist with client experience on a mobile VR shooter, where I built two maps and a lobby under a 60k vertex limit. I work in Blender and Unity on environments, characters, lighting, shaders and rigging, and write gameplay code in C# and HLSL. Treasurer of DMU Gaming Society in my first year, looking after its budget.

WORK

Environment Artist and Map Designer / Hero Drop (freelance, remote) 2026 - Current

- Designed and modelled two maps, a bunker and a dam, and the lobby, including spawns, checkpoint, pickups and routes.
- Kept all map geometry under a 60k vertex limit. The bunker came in at 27,336.
- Built assets from simple shapes, like a 72-vertex, 140-triangle building piece, and let texture carry the detail.

LEADERSHIP

Treasurer / DMU Gaming Society, De Montfort University 2025 - 2026

- Looked after the society's budget and accounts as treasurer in my first year.
- Worked with the committee to plan events and spending for members.
- Kept track of money coming in and going out, and reported it to the committee.

EDUCATION

De Montfort University - Leicester, UK

- Games Production (BSc)
- Expected graduation: 2029, including a placement year

SKILLS

Art and technical

- Environment and character modelling
- Shaders, lighting and post-processing
- Rigging and weight painting
- Sound design

Tools and code

- Unity, Blender, Aseprite
- C#, C++, HLSL
- Performance budgets for mobile VR
- Budgeting, teamwork and client communication

GAMES - tostekatten.itch.io

- **It Ends With You:** PS1-style action RPG, in development
 - **Role:** Artist and programmer, team of two
 - **Description:** Majora's Mask-style atmosphere with rhythm driven turn based combat. I made all the 3D art, the PS1 vertex-snapping shader and the dialogue system.
 - **Tech Stack:** Unity, Blender, HLSL, C#
 - **Portfolio Page:** 4isaac.com/projects/it-ends-with-you.html
- **Crumb:** horde shooter with card drafting, made for Brackeys Game Jam 25.2
 - **Role:** Programmer and technical artist
 - **Description:** Wave based combat where drafted modifiers can flip into debuffs. I wrote the cell shader, the wave combat and the card drafting.
 - **Tech Stack:** Unity, C#
 - **Itch.io Page:** tostekatten.itch.io/crumb-to-dust
 - **Game Jam Placement:** 209th in gameplay, 234th overall, of 2,268 entries
- **Doors:** audio and visual puzzle game, made for Brackeys Game Jam 26.1 in one week
 - **Role:** Technical artist and programmer
 - **Description:** Players find the right door from environmental clues. I did the lighting, post-processing and volumetrics for five environments, and the sound design.

- **Tech Stack:** Unity, C#
- **Itch.io Page:** tostekatten.itch.io/doors
- **Game Jam Placement:** 50th in theme, 174th overall, of 1,421 entries