

David Song

Langley, BC & Brooklyn, NY | davidson9719@gmail.com | david-song.com

Game developer with expertise in C#, game systems design, and editor tooling. Extensive experience in architecting and engineering game systems for Unity.

Skills

Languages: C#, C++, CSS, HTML, JavaScript, Python

Engines / frameworks: Unity, Godot, Unreal Engine, Monogame

Other tools: Trello, Jira, Maya, Blender, Zbrush, Substance Painter, Adobe Creative Suite

Work Experience

Co-founder, Lead Developer - Stone Quail Games

July 2025 - Present

- Created, published, and maintained the demo of [Birdteeth](#) on Steam, implementing player/playtest feedback in preparation for early access release (Q1 2027)
- Designed an AI system, allowing agents to pathfind in 3D space, respond to commands, interact with the world, and have their behaviours be determined via in-editor data
- Designed a modular save framework allowing separate systems to control their own save data, enabling ease of debugging as well as ease of updating

Intern Game Developer - Arcade Therapeutics

June 2025 - Present

- Separated gameplay elements into separate scenes, allowing for faster debugging, feature implementation times, and better end-user performance
- Refactored mood-tracking tags to reference centralized in-editor data, allowing additional tags to be added without additional scripting, reducing inconsistencies across references, and retaining parity with saves from previous versions
- Playtested game and created internal quality assurance tickets in addition to fixing reported bugs and visual issues

Education

Pratt Institute - Brooklyn, NY

August 2022 - June 2026

Bachelor of Fine Arts, Game Arts | President's List 2022 - 2026

Exhibitions

- MAGFest MIVS (2026)
- Game-A-Palooza (2025)
- PLAY.nyc (2025)