

Andrew Rainsberger

Junior Game Developer | Python / Blender Tools

Dixon, Missouri

andrewrainsberger@gmail.com

curiocrafter.github.io

github.com/CurioCrafter

linkedin.com/in/andrew-rainsberger

Junior game and tools developer building playable 3D systems, authored worlds, and Blender Python workflows. Comfortable moving between gameplay, technical-art support, testing, and shipping reviewable work with a team.

SELECTED WORK

BROWSER 3D GAME + AUTHORED WORLD PIPELINE

Tidefront / Ocean Drift

- Built player movement, feeding, abilities, camera states, HUD, lobby flow, survival pressure, and simulation systems.
- Connected authored Blender terrain, coral, landmarks, and export data to a Three.js/WebGL runtime.

TypeScript Three.js WebGL2 Blender WebSockets

BLENDER PYTHON TERRAIN AND MODELING TOOLS

TerrainForge + Blender Tools

- Verified a four-tile tropical terrain build, export manifest, and a separate 1,054,721-vertex professional bake in Blender 4.5.11.
- Built repeatable add-on proof scenes for terrain generation, capped mesh cutting, and PBR material assignment.

Python Blender API NumPy Mesh tooling Visual QA

MERGED EXTERNAL GAME CONTRIBUTION

Claude Citizen Solar Atlas Contribution

- Contributed 10 commits to a merged upstream PR for Solar Atlas navigation, pointer-lock safety, orbit selection, and visual polish.
- Worked within an existing TypeScript/Three.js codebase and iterated from review evidence rather than a solo greenfield repo.

TypeScript Three.js Vite Git Pull requests

EXPERIENCE

Independent Creative Technology Developer

CurioCrafter / Independent Projects | 2023 - Present

- Build game prototypes, Blender add-ons, desktop apps, AI workflow tools, and creative production systems.
- Prototype procedural environments, player controls, HUD/UI, camera systems, real-time rendering, and simulation behavior.
- Contributed 10 commits to a merged external game PR and iterate from code review, playtest evidence, and visual QA.

Apprentice Electrician

Productive Electric LLC / Malm Electrical Contractors | 2021 - 2023

- Supported commercial electrical installation, jobsite preparation, safety procedures, materials handling, and field troubleshooting.

Wildland Firefighter / Electrical Pre-Apprentice

Job Corps | One fire season

- Served one season on a wildland firefighting crew, working within strict safety, fitness, communication, and field-tool procedures.
- Completed electrical pre-apprenticeship training and earned a high school diploma through Job Corps.

TECHNICAL SKILLS

Gameplay + 3D

TypeScript Three.js / WebGL C++

DirectX 12 / HLSL Gameplay systems

Simulation HUD + cameras

Tools + Technical Art

Python Blender API Procedural terrain

Mesh operations Asset/export pipelines React

Electron

Delivery

Git + GitHub PR collaboration Playwright

Visual QA Vite Node.js SQLite

TEAM EVIDENCE

Merged upstream contribution

10 commits accepted into another developer's browser game through a reviewed pull request.

Playable and inspectable work

Browser builds, Blender captures, geometry assertions, responsive QA, and public case studies.

Creative feedback loop

81K+ audience developed through repeated visual iteration, pacing, and response to feedback.

EDUCATION + TRAINING

High School Diploma

Job Corps

Electrical Pre-Apprenticeship

Job Corps

Wildland Firefighting

One season of field crew experience through Job Corps.

ROLE FIT

Junior gameplay development

Controls, cameras, HUDs, simulation rules, browser 3D, and focused vertical slices.

Tools and technical art support

Blender add-ons, procedural content, mesh workflows, export tooling, and artist-facing QA.