Kaden Vissotski

Unity • C# • VR/AR Development • Full-Stack Web Development

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Education

Boise State University – Boise, ID • May 2026

Bachelor of Science in Games, Interactive Media, and Mobile Technologies

Technical Skills

Game Development: Unity, Unreal Engine 5, C#, Blueprints, XR Interaction
3D Art & Design: Blender, Maya, Level Design, Lighting, UX Design Web
Development: JavaScript, Node.js, Express.js, MySQL, HTML, CSS
Tools & Workflow: Git, GitHub, Agile Collaboration, Optimization

Projects

Dungeon Delver VR – Designed and developed a full-scale immersive VR dungeon crawler using Unity and C#, implementing gameplay systems, interactions, physics-based combat, and player progression.

VARSCENT – Built a gamified VR research environment integrating Arduino-based scent hardware, Unity gameplay logic, and Electron middleware for real-time data collection.

Hand-Tracked VR Interaction & Locomotion System – *(In Development)*
Fully hand-tracked VR interaction and locomotion framework using Meta All-in-One SDK and OpenXR. Implementing gesture and microgesture recognition for movement, turning, object interaction, and UI control.

Zelda: Ocarina of Time Engine Modding – Designed custom dungeon environments directly inside the original N64 engine using reverse-engineered toolchains, building full 3D scenes, collision geometry, puzzles, scripting, and camera systems.

Weapon Inventory CRUD Web App – Built a full-stack web application using Node.js, Express, and MySQL with filtering, sorting, pagination, and secure backend validation

Academic & Professional Engagement

Guest Speaker: Zelda Engine Modding – (Boise State University, Feb 2026)
Invited to present level design processes, reverse-engineered workflows, and N64 hardware constraints with live demonstrations and technical Q&A.