
Cai Mcdonnell

Lead /Gameplay Programmer

Education

Cai Mcdonnell

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Portfolio: <https://www.caithesai.vip/projects.html>

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CSU Chico / Undergrad

AUGUST 2023 - Present

Majoring in Computer Animation and Game Design (CAGD) with an emphasis on programming.

Projects

Cross Contamination - [Lead Programmer / Lead Designer](#)

JANUARY 2026 - PRESENT

A PS1 style melee beat-em-up inspired by ULTRAKILL and God of War 3

I was responsible for all of the game's programming, UI design, and gameplay direction

Fatal Enterprise - [Lead Programmer](#)

NOVEMBER 2025 - DECEMBER 2025

A recreation of the moon Experimentation from Lethal Company
I was responsible for all programming and was in charge of level layout for the interior section.

Skills

Programming: I am extremely proficient in Unreal Blueprints and C++, I also have some HTML experience.

Game Engines: I have experience in both Unreal and Unity, although I am far more proficient in Unreal.

Team Management: I have a lot of experience managing teams, as well as being proficient in the Agile & Scrum workflow, with plenty of experience in Trello

Workspaces: I am very proficient in Trello and Github, for managing teams and projects

Softer Skills: I am great at communication, problem solving, and adapting to scope issues!