Calvin Lucas Dogus

Featured project

2026.10

Game developer

Unity and Unreal Game development

I build co-op games, networking systems and interactive installations with Unity and C#.

Gameplay, networking, game clients



Arcanyst Chaos alpha, the Sanctuary hub

02 **Arcanyst Chaos**
Online co-op, bosses, networking and tools

05 **Arcanyst Apothecaria**
Unreal Engine 5, C++, herbs and potion crafting

07 **Delivered projects and other work**
WebGL, mobile games and Unity editor tools

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Online co-op players in Chaos

5
Playable classes in Chaos

16
Harvestable herbs in Apothecaria

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01. Featured project

Arcanyst Chaos

An online action RPG with five classes and cooperative boss fights.

Role	Solo developer, gameplay and networking
Status	Alpha, PC, up to 4 players online
Stack	Unity, C#, Netcode for GameObjects

Vote in the hub, then play story missions and repeatable contracts together.

Controller support, talent trees and character customization.

Steam online integration is being validated.



All-Seer boss fight, using cover to avoid its gaze attacks

Latest alpha trailer

youtu.be/w5HhsUmwGrI

Project details

01. Arcanyst Chaos, gameplay

Five classes, co-op bosses and repeatable contracts

Prepare in Sanctuary, then explore, take on contracts and develop your character's combat style.

01

Five classes

Spellblade, Elementalist, Summoner, Guardian and Druid. Each class has 3 talent branches and 30 talents that modify its spells.

02

Combat and bosses

Combine 3-hit combos, spells and ultimates. All 3 bosses have 3 phases, with mechanics adjusted for solo and co-op play.

03

Exploration and builds

Explore handcrafted story islands with puzzles and secrets. Shape your character through equipment, talents, appearance, dyes and companions.

04

Hub and contracts

Prepare and vote in Sanctuary. Replay random-objective missions, 5-wave arenas, boss fights and Avalanche horde mode.

Platforms and controls

PC, Steam, controller, up to 4-player co-op

Alpha trailer

01. Arcanyst Chaos, networking and tools

Host validation, pooling and bot-driven tests

I built co-op state validation, content tools, reconnection checks and performance profiling.



Avalanche horde mode, crowd combat in a 4-player session

Development measurement: host and 3 bots in horde combat
Allocations per frame: 17.7 KB to 6.1 KB
Host upload: 467 KB/s to 375 KB/s

30-tick networking and host validation

The host owns damage, enemies and bosses; each client handles its movement. I added hit and loadout validation, state restoration for late joins and connection cleanup.

Pooling and distance-based processing

Enemies, effects and loot are pooled. Distance reduces path updates and detection; off-screen animation stops. Each peer simulates a visual copy of projectiles.

Editor tools and repeatable tests

I built 42 data asset types, Spell Lab and content builders. Virtual-gamepad bots dodge and revive allies. Scripted sessions check stalls and reconnections.

Project details

02. Unreal Engine project

Arcanyst Apothecaria

Gather herbs, manage pollen exposure and brew potions to open new paths.

Role	Solo developer, design, code and environments
Status	PC, first 2 areas in development and testing
Stack	Unreal Engine 5, C++, Blueprint

I implemented scanning and harvesting for 16 herbs.

Recipes and heat control determine potion quality.

I connected histamine, day/night cycles and 6 weather types.



Scanning herbs on Aurelyth, actual development build

Latest development trailer

youtu.be/mZ_Rj5L1qB0

Project details

02. Arcanyst Apothecaria, systems and testing

Data-driven C++ systems and real-input tests

Herbs, potions, pollen and weather are data-driven. The world and UI respond to the same rules.



Lightning during a storm, weather affecting exploration

Development result: 101 fps, RTX 4060, 1080p, Epic settings
Mean and p95 frame times are recorded by segment.
Controller and keyboard support.

Event-driven C++ architecture

I split responsibilities across 8 C++ components and 14 subsystems. Changes travel through 75 events; CommonUI reacts to them without per-frame updates.

Content data and world rules

Content uses 14 DataTables and 251 tuning values. I implemented a 20-minute day, 6 weather types, herb regrowth, 3 potion quality tiers and 14 hidden effects.

Testing and platform adapters

I built unit tests for recipes and puzzles, plus real-input tests in the editor and packaged game. Steam, Epic and Discord sit behind a shared interface. English and French are supported.

Project details

03. Delivered installation

GGAC Metaverse

Three connected maps with events shared on the same timeline.

2023, Circus Company for Gyeonggi Arts Center, 3 developers, delivered



Gyeonggi Arts Center WebGL metaverse, in-game view

Connections and movement

I built multiplayer infrastructure, character controls and map transitions that preserve the connection.

Scheduled live events

Concerts and fireworks run on server time so players experience them together.

Interactions and rewards

I developed NPC dialogue, prize-draw registration and random reward distribution.

Unity, C#, Netcode, WebGL

Demo video

04. Shared screens and personal clients

Seoul K-Medi Center and Veterans Education Institute

Public interactive installations for which I developed networking at Circus Company.



Seoul K-Medi Center

2024, 3 developers, delivered

I connected phone WebGL clients to a large screen through QR entry. The installation was designed for up to 30 concurrent players.

Most networking and character controls, Server-to-player state synchronization

Installation demo



Korea Veterans Education Institute

2025, 3 developers, delivered

I extended the multiplayer foundation to synchronize tablets with preinstalled apps and a shared screen.

Networking and gameplay programming, Three stages with distinct gameplay

Installation demo

05. Mobile game development

Hyper Casual Game Challenge 2025 entries

Hyper Casual Game Challenge 2025, each developed solo, Unity, C#, Android



H.O.D

HexaCore Orbital Defense

A defense game about placing orbital modules and surviving waves.

Module unlocks and upgrades, Power-ups and loadout choices

Previously on Google Play, now archived



Gate Breakers

Resources and real-time strategy

A strategy game about placing buildings in limited slots to break through enemy gates.

Mining, building and wave combat, ScriptableObject level tools

Previously on Google Play, now archived



Bloody Wheels

Physics-based vehicle action

An arcade game about equipping unlocked vehicle modules and smashing obstacles.

Physics-based vehicle controls, Unlockable vehicle modules

Distributed as Android APK, now archived

06. Action game prototype

Archer of God

An archer action prototype built in two days with Unity 6.

Role	Solo developer, gameplay
Period	2025, 2-day build, prototype
Stack	Unity 6 URP, C#

I separated gameplay systems into individual assemblies.

Arrow firing uses object pooling.

I implemented enemy AI presets, skills, shields and status effects.



Unity development view showing archer combat and skill UI

Gameplay video

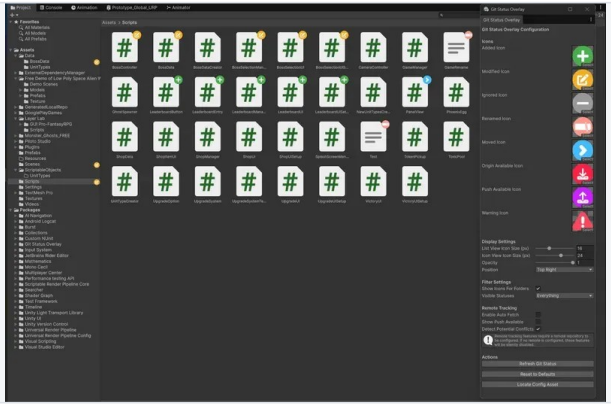
youtu.be/dpY4HoswlS0

Project details

07. Developer tools and co-op games

A Unity editor extension and a co-op prototype

Tools for inspecting asset status, alongside networked gameplay development.



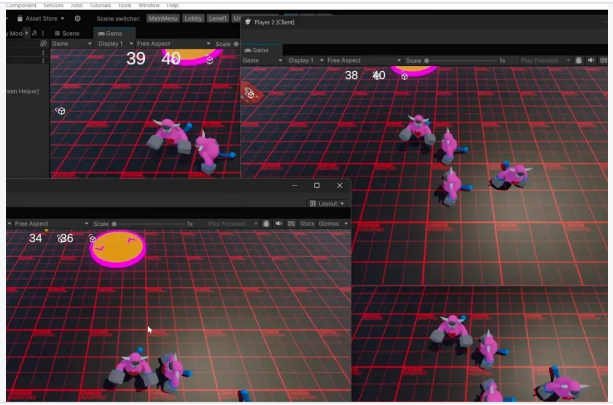
Git Status Overlay

2025 - 2026, open source, released

A Unity editor extension displaying asset Git status and remote changes in the Project window.

Added, modified, renamed and potential conflicts, Reads git status and fetch, installed via UPM

Source on GitHub



Arcane Heist

2023 - 2024, solo project, prototype

I developed a sci-fi co-op stealth game for up to 5 players pursuing shared objectives.

Shared objectives and landmark heists, Netcode multiplayer

Project and development videos

08. Interactive research systems

VR flight simulation and MR microscopy

I also use Unity for research environments and hardware integration.



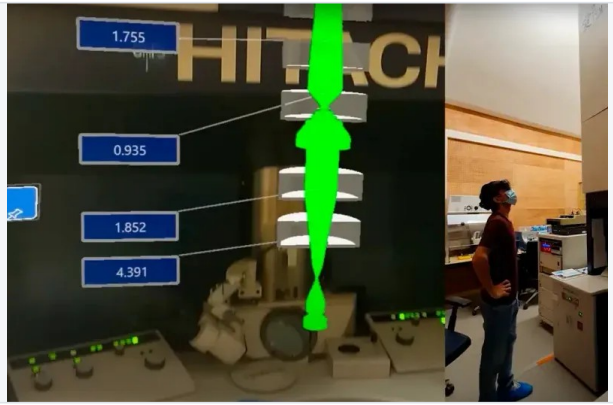
VR flight simulator

2021, ISAE-SUPAERO, delivered

I independently built a VR flight simulator for research into 360-degree visual awareness while flying.

MotionSystems rotation platform integration, Pedals, flight controls and HTC Vive

Simulator video



HoloTEM

2020 - 2021, CEMES / CNRS, team of 3

I developed the software and UI/UX for an MR tool displaying an electron microscope's beam in HoloLens 2.

Live data visualization from the Hitachi TEM API, Researcher needs, storyboards and prototypes

Project demo

09. Experience and contact

Experience, education and contact

Jan 2026 - present

Infinique Software team lead, Clor AI, web and AI integration

2023.06 - 2025.09

Circus Company Unity and web developer, networking and installations

2022.04 - 2023.02

Capgemini Software engineer, data migration and business systems

Education

Université Toulouse III / ENAC
Master's in Computer Science and HCI, 2021
Bachelor's in Computer Science, 2019

Core skills

Unity, C#, Netcode
Unreal Engine, C++, Blueprint
WebGL, editor tools, VR, MR

Languages and training

French, Turkish, English: native
Korean: beginner
NVIDIA DLI: RAG Agents, LLM app development
Completed September 2026

Contact



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