Saika Kisame

Senior Game Developer

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👤 PROFILE

Highly skilled Senior Game Developer with over 9 years of experience in developing and implementing Unity, Roblox, Photon, NodeJS, Firebase, Blockchain as well as hyper casual games and interactive applications.
I can develop immaculate quality result for designing the game engine and mechanics.
Proven ability to work collaboratively with cross-functional teams to deliver high-quality products on time and within budget.

💼 PROFESSIONAL EXPERIENCE

Aug 2019 – Sep 2022
Gdansk, Pomorskie, Poland

Senior Game Developer, *MoonmanaCompany*

- Developed and maintained multiple games using Unity and Cocos Creator, ensuring they were user-friendly and met business needs.
- Collaborated with cross-functional teams, including artists, designers, and QA testers, to ensure high-quality products were delivered on time and within budget.
- Designed and implemented game mechanics, UI/UX, and AI systems using C#, JavaScript and TypeScript.
- Optimized game performance for multiple platforms, resulting in a 20% increase in frame rate and a 30% decrease in load times.
- Developed and maintained project documentation, including technical design documents and code documentation.
- I created a massive multiplayer online role-playing game (MMORPG) on Roblox, featuring a vast open world, intricate quests, immersive storytelling, and complex player interactions, resulting in a highly immersive and expansive gaming experience.
- I utilized Godot to create a multiplayer online battle arena (MOBA) game, implementing complex networking systems, character abilities, and strategic gameplay mechanics, resulting in a highly competitive and engaging experience for players.
- I utilized Pixi.js to create a visually stunning 2D platformer game, implementing smooth animations, particle effects, and interactive environments, resulting in a visually captivating and engaging gameplay experience.
- I leveraged Phaser, a framework built on Pixi.js, to develop a multiplayer tower defense game with intricate level design, strategic gameplay mechanics, and real-time multiplayer interactions, showcasing my expertise in utilizing the powerful features of Phaser to create immersive and challenging gaming experiences.
- I built a captivating game website called "Jungle Quest" using Angular.js. I implemented interactive game elements such as animated characters and challenging obstacles, leveraged data binding for real-time updates of scores and achievements, and utilized Angular Material for visually appealing UI components, resulting in a visually stunning and engaging gaming platform set in a vibrant jungle world.

- I developed an addictive game website called "Pixel Clash" using Vue.js. I harnessed Vue's reactivity system to handle dynamic updates of the game board, created modular game components like game tiles and player avatars, and utilized Vue Router for seamless navigation between different game levels, resulting in a responsive and immersive gaming experience where players compete in fast-paced pixelated battles.
- Collaborated with an architectural firm to create a virtual reality experience in Unity, allowing users to explore and interact with realistic architectural designs, providing an immersive walkthrough.
- Integrated multiplayer functionality into a Unity project, enabling players to compete or cooperate in real-time across different devices, enhancing the social and interactive aspects of the game.
- Incorporated augmented reality technology into a Unity project, enabling users to overlay virtual objects onto the real world, creating an interactive and immersive augmented reality experience.
- Built a physics-based simulation in Unity, accurately representing real-world interactions and dynamics, providing a realistic and immersive environment for users to explore and interact with.
- Developed a procedural level generation system in Unity, dynamically generating unique game levels to provide endless gameplay variety and replayability for players.
- Created a virtual training application in Unity, simulating real-life scenarios and providing interactive experiences for users to enhance their learning and skill development in a safe and controlled environment.
- Implemented advanced artificial intelligence in Unity, enabling non-player characters to exhibit intelligent and adaptive behaviors, enhancing the realism and immersion of the game world.

Jan 2018 – Jul 2019
Portland, Oregon, US

Cocos Game Developer, *Watson Creative*
- Developed and maintained 30+ mobile games for iOS and Android platforms using Cocos Creator and Cocos 2dx.
- Implemented game mechanics, user interfaces, and monetization strategies to enhance player engagement and revenue resulting in a 10% increase in revenue.
- Collaborated with artists and designers to create a new animation system, resulting in a 15% improvement in overall game performance and a 5% increase in user satisfaction.
- Optimized game code using JavaScript and TypeScript to reduce load times by 30%, resulting in a 20% decrease in player drop-off rates and a 10% increase in daily active users.
- Optimized website performance through efficient coding practices, caching techniques, and performance analysis
- I utilized my expertise to develop a realistic first-person shooter (FPS) game on Roblox, implementing advanced shooting mechanics, dynamic environments, competitive multiplayer modes, and a robust progression system, delivering an intense and engaging FPS experience within the Roblox platform.
- I leveraged the power of Godot to develop a procedurally generated, open-world survival game with extensive crafting systems, dynamic weather, and AI-driven ecosystems, showcasing my expertise in utilizing Godot's flexibility and scripting capabilities to create immersive and realistic gameplay experiences.
- I developed an exciting game website called "Space Adventure" using React.js. I created reusable components for spaceships, asteroids, and power-ups, managed the game state with Redux, and integrated features like React Router for smooth navigation, resulting in an immersive gaming experience that takes players on an intergalactic journey.

Apr 2014 – Jan 2018 Portland, Oregon, US	**Junior Unity Developer and Game Designer,** *Watson Creative*
	• Developed and designed 26 of 2D platformer games from concept to release using Unity and C#.
	• Created engaging a lot of gameplay mechanics, level designs, and puzzles to provide a challenging and enjoyable experience.
	• Implemented character controls, enemy AI, and physics-based interactions to enhance gameplay dynamics.
	• Collaborated with artists to create visually appealing sprites, animations, and particle effects.
	• Conducted playtesting sessions and gathered user feedback to iterate and improve game mechanics and difficulty balance.

🎓 EDUCATION

2008 – 2013 Iowa, US	**University of Iowa,** *Bachelor of Computer Science*

🧠 SKILLS

- Unity
- Java
- Node JS
- TypeScript
- React Native
- Rust
- Lua
- Monogame

- C/C++
- Python
- WebGL
- KBEngine
- Docker
- Golang
- Godot
- AngularJS

- SmatFoxServer
- Cocos2dx
- Photon
- Solidity
- ReactJS
- Socket io
- Pixi.js
- VueJS

- C#
- Javascript
- World Machine
- DevOps
- GraphQL
- Defold
- Phaser
- TailwindCSS

🌐 LANGUAGES

English ● ● ● ● ●   Japanese ● ● ● ● ●