Saika Kisame Senior Game Developer

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- # 14 Jan 1990



PROFILE

Highly skilled Unity and Cocos Developer with over 9 years of experience in developing and implementing Unity, 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. Seeking a challenging position in Cocos and Unity development.

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.

Jan 2018 – Jul 2019 San Francisco, US Cocos Game Developer, Supergiant Games Company

- 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

Apr 2014 – Jan 2018 San Francisco, US Junior Unity Developer and Game Designer, Supergiant Games company

- 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



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

- C/C++
- Python
- WebGL
- KBEngine
- Docker
- Golang
- Pixi.js

- SmatFoxServer
- Cocos2dx
- Photon
- Solidity
- ReactJS
- Socket io
- Phaser

- C#
- Javascript
- World Machine
- DevOps
- GraphQL
- Defold
- Monogame

♦ LANGUAGES

English • • • • Japanese