Saika Kisame

Senior Game Developer

✉ adanbarnett114@gmail.com

📞 +1 773 828 4391

📍 Kenedy Texas US

📅 14 Jan 1990

👤 PROFILE

Highly skilled Unity Developer with over 9 years of experience in developing and implementing Unity-based games and applications. Proficient in C# programming, game design, and optimization techniques. 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 Unity Developer, *MoonmanaCompany*
- Developed and maintained multiple games using Unity, 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# programming language.
- 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

Unity Game Developer, *Supergiant Games Company*
- Developed and maintained 30+ mobile games for iOS and Android platforms using Unity and C#.
- 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 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*

🧠 SKILLS

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

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

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

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

🌐 LANGUAGES

English   ● ● ● ● ●

Japanese   ● ● ● ● ●