Saika Kisame

Senior Game Developer

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📍 Kenedy Texas US

📅 14 Jan 1990

👤 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.

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 • 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.
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	• C/C++	• SmatFoxServer	• C#
• Java	• Python	• Cocos2dx	• Javascript
• Node JS	• WebGL	• Photon	• World Machine
• TypeScript	• KBEngine	• Solidity	• DevOps
• React Native	• Docker	• ReactJS	• GraphQL
• Rust	• Golang	• Socket io	• Defold
• Lua	• Godot	• Pixi.js	• Phaser
• Monogame			

🌐 LANGUAGES

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