

Dominique Vance

Game Play Engineer

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I am a Sr. Game Engineer with over 8 years of experience in the gaming industry, specializing in Unity, Unreal Engine. I am proficient in creating immersive and engaging gaming experiences and VR/AR technologies. Furthermore, I have a deep understanding in 3D math and linear algebra and have acquired a skill set including innovation, interaction, 3D, motion, Visual, and prototyping work. Now I am seeking a challenging role where I can utilize my expertise in game development, programming, and innovative game level design to contribute to the success of cutting-edge game projects.

Professional Experience

05/2022 – present
San Francisco, CA,
United States

Senior Game Engineer, Gameloft

- Optimized game performance through efficient memory management, asset streaming, and code optimization techniques in both Unity and Unreal Engine
- Utilized Unity and C# to implement core gameplay mechanics, character controllers, AI systems, and UI features, ensuring optimal performance and user experience
- Collaborated with cross-functional teams, such as artists, designers, and engineers, to deliver high- quality solutions that meet client requirements
- Conducted user testing and incorporated feedback to improve game mechanics and overall player experience
- Worked closely with project managers to define project scope, establish development timelines, and meet project milestones
- Developed VR and AR games, leveraging platforms such as Oculus Rift, and HoloLens to create immersive and interactive experiences

10/2020 – 04/2022
Austin, Tx,
United States

Game Engineer, Bethesda Game Studios

- Collaborated closely with designers and other developers to integrate assets and achieve visually stunning game worlds using both Unity and Unreal Engine
- Implemented various AR features, such as marker tracking, image recognition, and gesture-based interactions
- Optimized games for performance on multiple PC/Mobile devices and implemented new features to improve the player experience.
- Contributed to the development of VR/AR experiences, leveraging platforms such as Oculus Rift and HoloLens
- Actively participated in team meetings, providing input and suggestions to enhance game design and development processes
- Analyzed existing project and propose efficient solutions.

05/2019 – 09/2020
123 Main Street,
United States

Unity Game Developer, Poppy Works

- Collaborated closely with designers and other developers to integrate assets and achieve visually stunning game worlds using both Unity and Unreal Engine
- Implemented various AR features, such as marker tracking, image recognition, and gesture-based interactions
- Optimized games for performance on multiple PC/Mobile devices and implemented new features to improve the player experience.
- Contributed to the development of VR/AR experiences, leveraging platforms such as Oculus Rift and HoloLens
- Actively participated in team meetings, providing input and suggestions to enhance game design and development processes
- Analyzed existing project and propose efficient solutions.

06/2015 – 04/2017
Wan Chai, Hong Kong

Mobile Game Developer, *Side Quest*

- Analyzed existing code and proposed efficient solutions.
- Cooperated with designers, programmers and testers to bring suggestions from an idea to released future.
- Developed automation test framework and modules in Perl to test and validate the Bluetooth controller functionality.
- Built Android apps with back-end API integration to improve the customer experience and cut down on development time.
- Developed the client side components for highly scalable multiplayer games

Objectives

- Goal-driven and collaborative Game Engineer with a background in software engineering and a strong interest in game development, seeking a position to leverage my skills in game programming, AI, and multiplayer networking to contribute to the success of a forward-thinking game development company.
- Creative and detail-oriented Game Engineer with a passion for designing immersive gameplay experiences, seeking an entry-level position to utilize my skills in programming, game design, and problem-solving to contribute to the development of cutting-edge games.

Skills

Game Development: (Unity(+8 years), UE4(2 years), UE5(+1 year), Godot Engine(+2 years))

Multiplayer: (Unity Multiplayer, Photon Fusion, Mirror, KB engine)

Game Mechanics: (Physics, Animation, UI/UX, PlayMaker)

Version Control System (Git, SVN, Perforce, Plastic SCM)

Scripting: (C#, C++, Blueprint, GDScript, JavaScript, Python)

Platforms: (PC, Console, iOS, Android, Linux, WebGL)

Education

08/2010 – 05/2014
Kowloon, Hong Kong

Bachelor's Degree in Computer Science, *City University of Hong Kong*

Interests

Swimming

Table Tennis

Soccer

Cooking

Mountain Climbing