Dominique Vance
Unity Game Developer

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🐙 https://github.com/ApolloComet   ↖ https://ApolloComet.github.io

- High skilled senior game developer with a background in programming games across multiple platforms.
- Proficient in Unity and Unreal Engine and game development tools such as C# and C++ scripting, 3D rendering and various gaming physics engines.
- Well-versed in all game development stages, including designing, coding, debugging, and testing.
- Seeking a challenging position as a Senior Unity Developer

Professional Experience

05/2022 – 06/2023
San Francisco, CA,
United States

Unity Game Developer(Remote, Full time), *Gameloft*
- Architecture and implementation of game features for the backend server and services that are required to develop our client's server authoritative game.
- Solved complex problems with distributed systems and data management.
- Implemented multiplayer functionality and social features, resulting in increased player engagement and retention.
- Collaborated with gameplay engineers, designers and producers to ensure that the development process is streamlined and that there are no bottlenecks or roadblocks that hinder the production of the game.
- Provide quality code reviews for engineers.
- Tested and implemented game features and live events.
- Developing and maintaining tools that aid in the game development process, such as version control systems, build systems, and deployment scripts.

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

Game Developer(Remote, Full time), *Bethesda Game Studios*
- Mobile App development - Windows, Android, and Apple devices.
- Developed and maintained a game client using C# within Unity Engine context.
- Developed AR applications using Unity.
- Analyzed existing project and propose efficient solutions.
- Fixed several bugs with services and upload to app store.
- Developed the client side components for highly scalable multiplayer games.

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

Unity Game Developer(Contractor), *Poppy Works*
- Implemented clean, readable and reusable code that is well documented
- Experienced with API creation and management.
- Improving application UI.
- Experienced with WebGL game.
- Experienced with network synchronization.
- Established effective strategies and development pipelines
- Improved and extended existing game UI.

06/2015 – 04/2017
Wan Chai, Hong Kong

Mobile Game Developer(Part time), *Side Quest*
- Built Mobile/Game Apps using OOP, C#, Unity.
- Cooperated with designers, programmers and testers to bring suggestions from an idea to released future.
- Built casual games from scratch.

Objectives

- Goal-driven and collaborative Game Developer 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 Developer 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

Programming languages (C#, C++, Python, Cg/HLSL, Html/CSS, JavaScript)

Game Engine (Unity3D(+8 years), Unreal Engine(+2 years), Godot(+1 year), Bevy(+1 year))

Development Tools (Visual Studio, VS-code, PyCharm, WebStorm) • **Version Tools:** (Git/GitHub, SVN)

Debugging and Optimization (Profiling, Asset Optimization, Script Optimization, Memory Management,)

Game Mechanics (Combat, Movement, Social Action System)

VR/AR interactive solution (Implementing AR/VR game/application) • **Shader Programming** (Cg/HLSL)

Education

08/2010 – 05/2014   **Bachelor's Degree in Computer Science,** *City University of Hong Kong*
Kowloon, Hong Kong

Interests

Swimming   Table Tennis   Soccer   Cooking   Mountain Climbing