David Nelson

Game Developer

✉ davidnelson19950320@gmail.com

📞 (+1) 806 577 4400

📍 Victoria, Tamps., Mexico

📅 March 20th, 1995

Ⓢ live:.cid.eba32618de070105

⭘ https://github.com/david1995320

🪪 PROFILE

Experienced and innovative Game Developer and Designer with over 5 years of expertise in 2D and 3D game development. Specializing in crafting tidy and perfect gaming experiences, I seamlessly blend cutting-edge technology with friendly and intuitive design. Proficient in web and app game development, my clean and efficient coding approach ensures the on-time delivery of high-quality projects. Dedicated to full-stack development, I have successfully designed and implemented modern game architectures. This commitment allows me to provide a holistic approach, crafting seamless and engaging user experiences. Throughout my career, I've maintained a friendly and collaborative mindset, working closely with cross-functional teams to achieve common goals. Whether as a programmer or a designer, I am committed to translating creative visions into reality, delivering exceptional results in every aspect of game development and full-stack programming.

💼 PROFESSIONAL EXPERIENCE

February 2020 –
November 2022
Hanoi, NA, Vietnam

End of Reality, Unity Game Developer

- As a Innovative Game Developer with extensive expertise, I have successfully led the development of numerous captivating online web games utilizing both Cocos and Unity frameworks.
- Over the course of my career, I have not only contributed significantly to the coding and implementation aspects but also played a crucial role in architecting and designing immersive gaming experiences.
- My proficiency in Unity game development has allowed me to create compelling and sophisticated games, adding a rich layer of interactivity and engagement for players.
- The games I've worked on have garnered widespread interest and enjoyment from a diverse audience, reflecting the successful fusion of innovative design and advanced technical execution.
- Throughout these experiences, I have continuously refined my skills, adapting to evolving industry trends and technologies. My commitment to delivering high-quality, entertaining games has not only enriched my professional journey but has also contributed significantly to the widespread appeal and success of the games developed under my guidance.

April 2018 –
January 2020
Tangerang, Banten,
Indonesia

GameChanger Studio, Junior Game Developer
- I dedicated myself to crafting engaging online web games using Cocos, contributing to the dynamic landscape of interactive entertainment.
- Working alongside a skilled Full-Time Developer, I immersed myself in the intricacies of game design and architecture, expanding my expertise and insights within the gaming industry.
- I actively participated in the development process, focusing on coding, debugging, and optimizing game functionalities to ensure a seamless user experience.
- The collaborative environment not only provided a platform for continuous learning but also allowed me to leverage my skills to create web games that resonated with a broad audience.
- Several of these games garnered significant interest, proving to be not only entertaining but also advantageous for the company's success. The experience of developing web games with widespread appeal not only enhanced my technical proficiency but also underscored the importance of user engagement in contributing to the overall success of the company.
- My commitment to delivering compelling gaming experiences played a pivotal role in advancing the company's position within the competitive gaming industry.

🎓 EDUCATION

2013 – 2017
Depok, Indonesia

Bachelor of Computer Science, University of Indonesia

🌐 LANGUAGES

English   ● ● ● ● ●   Vietnamese   ● ● ● ● ○

🧠 SKILLS

| Unity | Cocos2dx | Pixi.js | GoDot | C# | C/C++ | Java |

| Javascript | Node JS | Python | WebGL | Photon | TypeScript |

| VueJS | ReactJS | React Native | Docker | Solidity | Defold |

| DevOps | GraphQL | Socket io | Rust | Golang | Lua | Godot |

| Phaser | Monogame | TailwindCSS |