David NELSON

Senior Game Developer

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O Calgary, AB T2G 3X4, Canada

di October 9th, 1995



PROFILE

Seasoned and forward-thinking Game Developer and Designer with 7 years' experience in 2D and 3D game development, adept at harmonizing technology with user-friendly design. Proficient in web and app game development, with a focus on efficient coding for top-tier project delivery. Skilled in full-stack development, creating contemporary game infrastructures and facilitating seamless user interactions.

Fosters camaraderie in diverse teams to achieve shared goals, adept at transmuting concepts into tangible realities. Recent expansion into Unreal Engine 5 amplifies ability to craft visually striking game universes. Mastery of game development and UE5 poised to redefine game design benchmarks with avant-garde projects.

Expertise in game backend development further enhances gaming experiences, ensuring optimal performance and seamless functionality. Integration of backend development into skill set enriches gaming projects, resonating deeply with players. Comprehensive solutions delivered for immersive and captivating gaming experiences across platforms.

PROFESSIONAL EXPERIENCE

September 2021 – November 2023 Portland, Oregon, US

Datamatics, Senior Game Developer

- As a Senior 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.

November 2017 – June 2021 Portland, Oregon, US

Plarium, 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.

June 2016 -August 2017 Jakarta, Indonesia

Intrepid Pursuits, Junior Web Developer

- I played a pivotal role in developing dynamic and responsive web pages using PHP frameworks.
- Collaborating closely with a seasoned Full Stack Developer, I gained valuable experience in crafting robust and efficient solutions.
- My responsibilities included coding, debugging, and implementing features, contributing significantly to the successful completion of various web development projects.
- Through these experiences, I honed my skills, laying a solid foundation for my journey as a web development professional.

EDUCATION

2012 - 2016 Depok, Indonesia **Bachelor of Computer Science, University of Indonesia** Covers programs related to computer science, information systems, and technology.



LANGUAGES

English



Indonesian



SKILLS

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Unity 2D/3D	• • • • •	Cocos2D/3D	• • • • •
Godot	• • • • •	UE4/5	• • • • •
Pixi.js	• • • • •	Socket io	• • • • •
C#	• • • • •	Javascript	• • • • •
Photon	• • • • •	Fusion	• • • • •
C/C++	• • • • •	Node JS	• • • • •
WebGL	• • • •	Java	• • • • •
Python	• • • •	VueJS	• • • • •
ReactJS	• • • •	React Native	• • • • •
AngularJS	• • • • •	TypeScript	• • • • •
Docker	• • • • •	DevOps	• • • • •
Phaser	• • • •	Solidity	• • • • •
Rust	• • • • •	Golang	• • • • •
Lua	• • • • •	TailwindCSS	• • • • •
GraphQL	• • • • •	Monogame	• • • • •

MultiPlayer Game • • • • •