DANY FAOUAZ
GAME DEVELOPER

ABOUT ME

Passionate about technology, videogames, and software development. More than 6 years developing and still eager to continue developing and learning along the way.

LANGUAGES

Spanish	–	Native
English	–	B2
French	–	Low level

HARD SKILLS

Unity3D	UE4/UE5
C#/C++	Agile
Git	PlasticCSM
Perforce	Android/iOS

SOFT SKILLS

Communication	Flexibility
Leadership	Cooperation
Empathy	Adaptation

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https://dfaouaz.github.io/

PROJECTS

Shuvani
Dic 2022 – Oct 2023

Game Developer – Unreal Engine 4 (C++/Blueprints)
Development of a combat skills system.
Procedural generation of the scenario.
Work in a multidisciplinary team.
Use of cantinuous integration tools (Jenkins)
Collaboration and communication between departments.

Anyaroth: The Queen's Tyranny
July 2021 – March 2023

Game Developer – Unity 3D (C#)
Cross-platform development: Nintendo Switch and PC.
Implementation of main game mechanics.
Development of a multiplatform saving system.
Management of asynchronous loading and unloading of levels.
UI/UX programming.

GAIA: Game Engine
Jan 2020 – June 2020

Engine Developer – C++
Two games created with GAIA in parallel to its development.
Design and implementation of class architecture.
Modular, composition and data oriented architecture.
Multiple technologies: Ogre3D, BulletPhysics, FMOD, SDL and CEGUI.

Off The Line (Replica)
Jan 2021 – June 2021

Android Developer – Android Studio/Java
Design and implementation of engine and game modules.
Cross-platform development: Android and PC.
Packaging, debugging and analysis of APKs.
Learning the execution cycle of an application.
Use of librearies such as Java Swing or Java AWT.

Plants vs. Zombies: Retro
Sept 2020 – Jan 2021

Web Game Developer – JavaScript
Deployment of a publicly accessible website.
Web development using NodeJS and Phaser technologies.
Debugging using the browser console.
Knowledge of browser interpreters such as V8.

WORK EXPERIENCE

MercurySteam
Jan 2024 – Present

Tools Programmer – C++
Development of tools to speed up development time.
Creation of widgets using Qt and ImGUI.
Development and maintenance of the engine editor.

Psious: Amelia by XRHealth
Oct 2021 – April 2022

VR Developer – Unity 3D (C#)
Development and maintenance of scenes for a VR experience.
Cross-platform development: PicoVR, Android, iOS and WebGL.
Learning and management of cloud storage with Amazon S3.

EDUCATION

Oct 2022 – Sept 2023

Master's Degree in Videogame Development
Complutense University of Madrid

Sept 2017 – May 2021

Degree in Videogame Development
Complutense University of Madrid

COMPLEMENTARY TRAINING

July 2022 – July 2022

Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games
Udemy Online Course

Sept 2022 – Sept 2022

Unreal C++ Multiplayer Master: Intermediate Game Development
Udemy Online Course