



DANY FAOUAZ

GAME DEVELOPER

ABOUT ME

Passionate about technology, videogames, and software development. More than 5 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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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 continuous integration tools (Jenkins)

Collaboration y 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 libraries 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

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.

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.

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