Daniel Moss

Dundee

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Personal Statement

If there's anything I love, it's the satisfaction you get from finally cracking a difficult problem. I'm calm under pressure, easy to get on with, and confident in my skills. I love working with others to bring something to life. Passionate about storytelling, both through expansive narratives and tight gameplay.

Skills

C#	Unity
HLSL	Shader Graph
JavaScript	PixiJS
Python	React
PostgreSQL	Git (Bash)
Test Driven Development (Jest/Supertest)	Jira

Experience

Hyper Luminal Games | Programmer | *(03/2023 - Present)*

During my time here I have been one of the primary contributors to our "Porting Toolkit" and massively increased the speed at which we are able to port games. I've worked alongside a designer and created prototypes for a physics based platformer and a massively multiplayer action platformer; both of which have resulted in successful pitches to publishers. I've worked with external clients on UI/UX heavy mobile games, and worked in support roles where I have been required to jump in and learn a large codebase and start contributing in a short time to help get projects over the line.

Crucible Gaming | Game Developer | *(09/2022 - 03/2023)*

As a game developer at Crucible I created online games using JavaScript PixiJS, and C#. I worked as a programmer in a team which includes artists, designers, mathematicians, quality assurance, and more. We used an inhouse framework which I help to develop, maintain, and produce tools for.

Professional Projects

The Precinct | Unity - Animation/Physics/Vehicles Programmer

HTTPS://STORE.STEAMPOWERED.COM/APP/490110/THE_PRECINCT

C#, ANIMATION FSM, VEHICLE PHYSICS, BUG FIXING AND OPTIMISATION

Well Well Well | Unity - Gameplay/Network/Graphics Programmer

C#, SHADERGRAPH, PROTOTYPING, SYSTEMS ARCHITECTURE, MULTIPLAYER (PHOTON FUSION), PITCH MATERIALS

RadRabbit | Unity - UI/UX Programmer

HTTPS://APPS.APPLE.COM/GB/APP/RADRABBIT/ID6670271065

C#, APP FLOW, STATE MANAGEMENT, SYSTEMS ARCHITECTURE

Project N | Unity - Gameplay/Physics Programmer

C#, Prototyping, Custom Physics, Systems Architecture, Pitch Materials

Pine Hearts | Unity - Ported to Switch/Mobile

https://store.steampowered.com/app/1781010/Pine_Hearts

C#, HLSL, URP, Motion Controls, Touch Controls

Laika: Aged Through Blood | Unity - Ported to all modern platforms

https://store.steampowered.com/app/1796220/Laika_Aged_Through_Blood

C#, HLSL/PSSL, SRP, Rendering, Optimisation

Hellboy Web of Wyrd | Unity - Ported to all modern platforms

https://store.steampowered.com/app/2160480/Hellboy_Web_of_Wyrd

C#, ShaderGraph, URP, Porting

Personal Projects

Games

Out of Water | Unity - https://purplepuffer.itch.io/out-of-water

"What if Sonic was a fish…?" - *https://github.com/DanMossDev/game-off-22*

C#, Custom Camera, Custom Physics, Boss/Enemy AI, External API Leaderboards

Just in Time | Unity - https://purplepuffer.itch.io/just-in-time

"Warehouse work… but fun!" - *https://github.com/DanMossDev/just-in-time*

C#, Procgen

Soul Siphon | Unity - https://purplepuffer.itch.io/soul-siphon

"Grimdark Kirby" - *https://github.com/DanMossDev/SoulSiphon*

C#, A* Pathfinding, Custom 2D Shadows, Tools

Education

Physics | Cert. Higher Education (*Loughborough University*) | *(06/2014-06/2015)*

Studying physics at Loughborough University I spent much of my time learning mathematics, problem solving, and algorithmic logic. This gave me exposure to high mathematical concepts including data structures and algorithms, and mechanical equations which I frequently use when manipulating objects.

Volunteering/Extracurricular

During my time at university, I consistently contributed to both the Action (volunteering) and RAG (fundraising) sections of the student's union. I helped to organise multiple fundraising charity cabarets for Mind, as well as LAN parties where proceeds went to Child's Play - I also ran tournaments for the around 250 attendees at those events.

I play four instruments and sing, and I have a huge passion for music and the arts. I work freelance as a voice actor, having supplied my voice to companies including Amazon, Marvel, Shopify, and more!