

Daniel Moss

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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

Languages: C#, C++, JavaScript, Python

Game Development: Unity, Unreal, Shader Graph, HLSL, FMOD, PixiJS

Backend & Databases: Photon (Fusion), PostgreSQL, MongoDB

Version Control: Git, SVN, Perforce

Other: Bash, Jira, Prototyping, Voice Acting

Experience

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

- Generalist programmer, focus on **gameplay, systems, UI, animation, and physics**
- Creation of **tools** for **console development**, motion controls, touch controls, level design
- **Prototyping** and pitch development including for **networked multiplayer** games
- Extensive experience in **co-dev** and **porting** external clients' games to all modern consoles

Crucible Gaming | Game Developer (Pixi JS, C# backend) | (09/2022 - 03/2023)

- Contributions to in house engine used to develop digital games in PixiJS and HTML/CSS
- Server side validation and sanitisation, integration with C# backend

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!

Professional Projects

The Precinct | Unity - Animation, Physics and Gameplay Programmer | [STEAM](#)
C#, Animation FSM, Vehicle Physics, Scripted Events, Bug Fixing and Optimisation

The Day I Became A Bird | Unity - Animation, Systems Programmer
C#, Animation FSM, Dialogue, Quests/Objectives, Input, Graphical Scripting Tools

Pine Hearts | Unity - Ported to Switch and mobile | [STEAM](#)
C#, HLSL, URP, Motion Controls, Touch Controls

Laika: Aged Through Blood | Unity - Ported to all modern platforms | [STEAM](#)
C#, HLSL/PSSL, SRP, Rendering, Optimisation

Hellboy Web of Wyrld | Unity - Ported to all modern platforms | [STEAM](#)
C#, ShaderGraph, URP, Porting

RadRabbit | Unity - Mobile, UI/UX Programmer | [APP STORE](#)
C#, App Flow, State Management, Systems Architecture

Venture Valley | Unity - Mobile, Live service, tournaments | [STEAM](#)
C#, UGS, Unity Cloud Code

Prototypes/Unreleased

WWW | Unity - Gameplay, Network, Graphics Programmer
C#, Shadergraph, Prototyping, Systems, Multiplayer (Photon), Pitch Materials

Project N | Unity - Gameplay, Physics Programmer
C#, Prototyping, Custom Physics, Systems Architecture, Pitch Materials

Personal Projects

Out of Water | Unity - [itch.io](#)
“What if Sonic was a fish...?” - [GitHub](#)
C#, Custom Camera, Custom Physics, Boss/Enemy AI, External API Leaderboards

Just in Time | Unity - [itch.io](#)
“Warehouse work... but fun!” - [GitHub](#)
C#, Procggen

Soul Siphon | Unity - [itch.io](#)
“Grimdark Kirby” - [GitHub](#)
C#, A Pathfinding, Custom 2D Shadows, Tools*