Daniel Hales

(713) 487-6732 | danielhales0128@gmail.com | Santa Fe, TX

Summary

Experienced Gameplay Engineer with 9+ years of experience in both Unity and Unreal Engine game development. Led the design and implementation of diverse gameplay features and mechanics, and UI systems, contributing to the successful launch of 10+ titles across various platforms. Proficient in writing clean, memory-efficient, and well documented code, collaborating closely with cross-functional teams, including developers and designers. Excited to leverage creativity and expertise in driving success for new and challenging projects.

Experience

Gameloft | San Francisco, CA
Senior Game Engineer | 05/2022 - 05/2024

-Spearheaded the development of a Resource Editor Tool integrating art resources into the project, resolving broken link errors and streamlining development processes, resulting in a 30% reduction in development time and heightened team productivity.
-Engineered a tool to optimize app file size by identifying and removing unused assets, crucial for enhancing performance on portable devices and ensuring efficient resource utilization.
-Upgraded shaders and implemented Level of Detail (LOD), culling techniques, and other performance-enhancing features, significantly improving frame rates and overall gameplay experience.
-Revolutionized networking efficiency by optimizing packet structures and implementing an internal data saving system, effectively reducing network latency and enhancing online gameplay.
-Led core gameplay mechanics development, AI systems integration, and UI feature implementation, ensuring optimal performance and user experience across multiple
AAA game projects.
-Managed documentation, production schedules, and communication plans in collaboration with production staff, ensuring smooth project execution and timely delivery of milestones.
-Showcased technical expertise in engine architecture and memory efficiency by actively participating in the development of an in-house engine, resulting in a
20% improvement in memory efficiency and overall performance.

Bathesda Game Studios | Austin, TX
Gameplay Engineer | 10/2020 - 05/2024

-Architected and optimized the game codebase in both Unity and Unreal Engine, achieving a 40% improvement in performance and responsiveness across platforms through systematic optimization techniques.
-Designed and deployed custom tools and editor extensions, reducing development time by 30% and increasing productivity across the team.
-Actively participated in 90% of team meetings, offering valuable input and suggestions to enhance game design and development processes, resulting in a 30% increase in the implementation of innovative features and mechanics.
-Made critical development decisions to ensure the production of the highest quality product, resulting in a 95% client satisfaction rate, and facilitated rapid iterations to address feedback from internal directors and clients.

Poppy Works | NY
GamePlay Engineer | 05/2019 - 05/2024

-Collaborated with Senior developers to assist in the development of gameplay mechanics and features, contributing to the implementation of key systems such as character movement, character customization, combat system, AI behavior, and interactive environments.
-Troubleshooted and debugged issues, addressing 95% of reported issues promptly to maintain quality and ensure a smooth user experience.
-Analyzed several existing projects and propose efficient solutions.
-Worked closely with creative director to design and execute new features and gameplay requirements.

Skills

Unity3D, Unreal Engine, C#, C++, Blueprint, Performance Optimization, Version Control Systems, Project Management, Cross-platform Development, Multiplayer Networking, Character Animation

Education

City University of Hong Kong
Computer Science | 05/2014