DANIEL JAY MADAN

Junior Game Developer

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SKILLS

Programming Languages: Unity/C#, Python, HMTL, CSS, JavaScript, Node.js, EJS

Project Management: I apply strong communication and time management to ensure streamlined and efficient collaborative environments.

User Experience Principles: I have completed multiple courses at Queen's University focused on user experience and design thinking principles, which I apply to projects to enhance clarity and minimize player confusion.

Game design documents: I have created multiple game design documents for school assignments, consistently receiving perfect marks.

WORK EXPERIENCE

Ultra Hammer Games, Toronto, ON - *Game Developer*   MAY 2024 - PRESENT
- ❖ Successfully developed and launched three games (top-down strategy, 3D action, puzzle) and one demo (roguelite RPG) on Steam since May 2024, primarily utilizing Unity for all project development.

World Community Grid, Toronto, ON - *Communications Intern*   MAY 2022 - MAY 2023
- ❖ Researched and wrote 20 news articles and project update messages to excite and generate discussion amongst volunteers about new developments.
- ❖ Answered customer questions through emails/forum messages in a professional and concise manner.
- ❖ Managed multiple social profiles, using my communicative skills to tailor unique updates for each platform.
- ❖ Expressed my verbal and communicative skills in Zoom meetings with collaborators to discuss potential news stories.

PROJECTS

Xeno Duel   MAR - APR 2025
Top-down Strategy Game, Created in Unity
Primary programmer, menu designer, co-composer, project manager
- ❖ Utilized strong communication and time management skills to develop clear project roadmaps and weekly goals for team members, ensuring timely delivery of key assets and maintaining a consistent production schedule.

Mystery History   FEB 2025
Word-based Party Game, Created in Unity and JavaScript
- ❖ Applied JavaScript and Node.js principles create a system where players use phones as controllers in a multiplayer environment

Stellar Synergy   JAN- APR 2024
2D Cooperative Platforming, Created in Unity
Scenario planner, environmental programming, NPC programming
- ❖ Used team management skills to create weekly task assignments and long-term roadmaps for the group. Resulted in a stress-free environment and was cited as a key factor in the game's success.
- ❖ Received universal praise from peers and Queen's University alumni, ultimately winning the *Best Videogame Award* from the computing faculty and surpassing 30+ competing projects.
- ❖ Project cited by the professor as an example of innovative use of novel technology in the following year's class.

EDUCATION

Queen's University, Kingston, ON   SEPT 2019 - MAY 2024
BA - Computing + Film & Media with Distinction (GPA in top 3% of academic year)
Cumulative GPA of 3.7 on a 4.3 GPA scale
Dean's Honor List (2020-2021 Academic Year, 2024-2024 Academic Year)

Principles of Game Design, Michigan State University   JUN 2020