



Daniel Felgate

GAME / WEB DEVELOPER

Profile

Capable software and game developer experienced with various languages, web frameworks, and game engines.

Visit my portfolio website linked on the right to view my previous professional and personal projects.

Experience

Unreal Engine Developer, Enphase Energy, Christchurch

NOVEMBER 2021 – FEBRUARY 2022

I worked with one other game design intern to take over and successfully complete the development of an Unreal Engine program for visualising and reviewing CAD designs in a photorealistic, multi-user, VR environment.

The project also involved the use of technologies such as GitLab and Microsoft Planner to track progress and changes, and Inno Setup to create installers for the program and future patches.

Produce Assistant, New World Durham Street, Christchurch

AUGUST 2020 – NOVEMBER 2021

Education

BSc - Computer Science / BProdDes - Applied Immersive Game Design, University of Canterbury, Christchurch

FEBRUARY 2019 – DECEMBER 2022

I studied a conjoint degree of Computer Science and Applied Immersive Game Design at UC.

NCEA, Orewa College, Auckland

FEBRUARY 2012 – DECEMBER 2018

References

Tristan Leslie from Enphase Energy

tleslie@enphaseenergy.com | +64 21 250 0856

Adrian Clark from University of Canterbury

Oversaw the project with Enphase Energy-
adrian.clark@canterbury.ac.nz | +64 3 369 2458

Tham Piumsomboon from University of Canterbury

Applied Immersive Game Design Lecturer-
tham.piumsomboon@canterbury.ac.nz | +64 3 369 0641

Chris Hunt from New World Durham Street

Produce Manager | +64 27 533 9318

Details

Christchurch

New Zealand

+64 21 166 1799

danielfelgate@gmail.com

Portfolio

danielfelgate.com

Skills

Unity Game Development-
> C#, HLSL

Unreal Engine Development-
> Blueprints, C++, Material Editor

Full Stack Web Development-
> Javascript, Typescript, React.js, Next.js, Tailwind CSS, Firebase

Devops Toolchain-
> Jira, Trello, Microsoft Teams, git, git LFS

Asset Development-
> Blender, Autodesk Maya, Quixel Mixer, Substance Painter