

David Eshuis

david.nicholas.e@gmail.com
davideshuis.github.io

Skills

Unity
C# Programming
GitHub
Office Suite
Photoshop
Blender
FL Studio
Vegas Pro

Education

Niagara College Canada
Game Development
(Sept. 2015 – April 2018)
Advanced Diploma

References

Mike Egan

Game Designer / Scripter,
Infinity Ward
mike2egan@gmail.com

Brodie Keall

Junior Environment Artist,
Larian Studios
brodiekeall@hotmail.com

Alex Golebiowski

Professor of Game Design,
Niagara College
Alex@pixelNAUTS.ca

Experience

Kids Shield Services (2022)

R&D Game Designer

- Designed gameplay, game systems, level layouts, UI
- Designed engaging cyber security learning experiences for kids on Android and iOS devices
- Programmed gameplay features and menus
- Published to Google Play

Future Proof at Digital Main Street, Communitech (2021)

Graphic Designer

- Worked in teams to help small businesses improve their online presence
- Worked closely with clients to deliver new graphics to improve social media and website aesthetic and usability

J.C. Bakker & Sons Ltd. Wholesale Nursery (2012-2019)

Seasonal worker

- Gathering and planting cuttings, rose budding, weeding, labeling, fertilizing plants, spreading osmocote.

Projects

"Tank Quest" (2020-2021)

Local co-op arcade shooter game where you play as a cute animal piloting a tank and take down the evil forces.

- Programmed game systems, UI, player and enemy controllers
- Created art, sound, and music assets
- Self-published the game to Steam
- Worked with over 40 testers and 6 translators

"Remember Nature", Programmer (team of 4) (2021)

Metroidvania game developed for the 2021 Global Game Jam.

- Programmed character controller with multiple interchanging forms and abilities
- Programmed level functionalities, cameras, and UI
- Created in only 2 days

"Temple", "Hike", "Stadium", *Human Fall Flat* Maps (2020)

Custom made levels for the hit game *Human Fall Flat*. Includes various puzzles, platforming challenges, and scenic views.

- Programmed level behaviour with proprietary node system
- Whiteboxed level layouts and 3D modeled level assets
- Over 150,000 downloads on Steam
- Over 10 million views on YouTube

References Cont.

Tom Brown

Project Coordinator / Instructor,
Brock University
tbrown2@brocku.ca

Projects Cont.

"Sprocket Stadium", Solo Development (2019)

Two player *Rocket League* fan game where each player controls a car and plays a 2D soccer match against each other.

- Programmed gameplay and UI
- Created all art assets
- Published the game on both App Store and Google Play
- Over 10,000 downloads

"McShooty", Solo Development (2019)

Side scrolling, shoot-em-up game where you pilot a fighter jet and survive waves of oncoming enemies.

- Programmed gameplay and UI
- Created all art, sound, and music assets
- Published the game on Google Play

"Tether Takedown", Gameplay Programmer, Sound Lead (team of 9) (2017-2018)

4-player arena fighting game where players use their tethers to grapple around or activate hazards in the arena to hit other players and earn points.

- Programmed character movement and various hazard behaviours
- Worked with 4 voice actors, 2 sound designers, and a composer
- Implemented sound effects and dynamic soundtrack
- Scripted various particle effects and other visual effects