

# David Eshuis

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davideshuis.github.io

## Skills

Unity  
C# Programming  
Office Suite  
Photoshop  
Blender  
FL Studio  
FMOD  
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