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EXPERIENCE

Adknown Inc

September 2019 - September 2020

Game Developer

- Designed, developed, QA and published over 17+ Android mobile games to date listed below.
- Technologies used to accomplish my tasks were Unity3D, C#, Bitbucket, Jira, Trello, Confluence, Git, Slack, Google Play and Admob.
- Flick Garden, Merge Hit, Tap Tap Deliver, Defend Your Fortress, Fill The Bubbles, Dot Dot Rescue, Finger Bounce, Color Defend, Water Launch Basketball, Fire Minion Arena, Morph And Run, Dungeon Brawl, Slice The Fuse, Shape Clear Out, Deflect And Defend, Time To Fish and Cut Pastry.

Falling Squirrel

August 2016 - December 2018

Game Developer

- Using Unity3D to develop a large prototype game using RealSpace3D audio plugin and now focusing on design
- Performed countless iterations for game mechanics
- Written quests, developed game events, reviewing game design mechanics
- Created various systems such as Audio Manager, Combat System, Event Manager, etc, using C#

Trillium College

July 2017 - January 2018

Game Designer Instructor

- Teaching the designated courses for a plethora of game design related topics ranging from 3D modeling, level design, documentation writing to programming
- Taught using Unity3D, Unreal 3, Maya, 3DS Max, Photoshop, Illustrator
- Assigning assignments, tests and projects and marking

Freelance

August 2015 - January 2016 (5 months)

Online Multiplayer 2D Space Shooter (Unity3D)

- Paid Freelancing my Unity3D skulls to a client
- Forged Networking (Unity3D Plugin and Currently In Beta)
- Communicated with client to achieve client's development goals
- Attended Forged Networking Slack community

Pixel Collisions

January 2008 - Present

Game Developer, Designer, Artist, Producer and Marketer

Sole founder of Pixel Collisions as a means to promote my indie games. I have taken on a plethora of different roles to create and publish my games: Game Developer, Designer, Marketer, Producer and Artist. During my free time I am always working on my next game project and always making effort to learn something new related to game development.

EDUCATION

Brock University

2016

Bachelor of Science, Computer Science

Computer Science Club Treasurer 2010/2011

PROJECTS

Coffee Shop Simulator (Unity3D) (PC)

<https://davidmilot.itch.io/coffee-shop-simulator>

You play a shop owner that makes hot and cold beverage coffee, upgrading shop and equipment.

- Sole developer on this project



- Created working fluid simulation
- Over 70 pages of documentation written
- Used 3DS Max to create and texture all the models
- Used best practice coding as well as industry standard game programming patterns

Turn Based Board Game (Unity3D) (PC)

March 2017 to June 2017

Small multiplayer project involving checkers for Steam Greenlight.

AR Asteroids (Unity3D) (Vuforia) (Android)

June 2016 to Present

AR Asteroids was a concept game for a game design competition that won first place in the Niagara Game Jam. This game is now on the Google Play store.

IASC 3P91 Game Design Writing Project

February 2015 - March 2015

- Stellar praises from Justin Howe the instructor
- Created appropriate documentation: GDD, ADD (using mock concept art), SDD and TDD
- Created a comprehensive 80 page document through extensive research
- Topics included but not limited to: Overviews, Game Features, Game Mechanics, Business and Marketing, Glossary, References, Technical Guidelines, Timeline and Milestones, Task List, QA Testing and Bug Tracking a

Dream Breaker

September 2014 - April 2015

- Integral part of a team of 12 involved in a development of a PC game
- Implementing, demonstrating and maintaining new game mechanics
- Lead a team of 2 programmers and delegating manageable tasks
- Set up, maintained, taught the use of SVN using BitBucket, Mercurial and Source Tree
- Taught other team members XML scripting.
- Utilized Unity3D's plethora of built in features from GUIs, Animation to Nav Meshes.
- Created a mini 2D light puzzle game
- Implemented Leap Motion

References In Space! (Unity3D) (PC)

Another project I've done in the IASC 3P91 course was to make a small prototype in Unity3D. Game features include but not limited to 1st and 3rd person camera, particle effects, audio, triggers, player movement, mouse look and animations.

Ninja game (Marmalade Quick) (Shelved Project)

June 2013 to September 2013

Developing a ninja style slasher game for the iPhone and Android platform with the Marmalade Quick game engine SDK with the Lua scripting language.

CardMonstersVault.com

May 2013 to July 2013

Front end developer using HTML and CSS for the popular Card Monsters online card playing game.

Stick Streets (iOS)

January 2013 to Present

Members:David Milot, Andrew Cook

Stick Streets is an endless runner style game where you jump and dodge obstacle and wear an array of silly items for the iPhone platform.

Paddle Wars (XBox 360)

January 2010 to August 2011

Members:David Milot, Andrew Cook

Paddle Wars is an arkanoid, role playing, brick and paddle game for the XBox 360. My responsibilities ranged from programmer, artist and 3D modeler.

SKILLS

Programming, Game Design, Video Games, C++, iOS development, C#, Game Development, CSS, JavaScript, HTML, Mobile Applications, Unity3D, PHP, Adobe Photoshop, Android Development, Photoshop, Mobile Design, Game Design Documents, Adobe Fireworks, Leap Motion, Augmented Reality, Vuforia, RealSpace3D, 3DS Max, Maya, Git, SVN, OpenGL, Confluence, Bitbucket, Trello, Slack.