

# David Clark

## Senior Game Developer

gurugsniper@gmail.com

123 Main Street, Anytown,  
California, USA

11/02/1990

As a **senior game developer** with 9 years of experience, I specialize in Unity and Cocos game engines, utilizing C# and JavaScript. I love Cocos Creator with 4 years of experience. With a track record of delivering successful projects on time, I excel in both gameplay programming, optimizing performance and cross-platform compatibility. I try to push the boundaries of game development to create exceptional gaming experiences.

## EDUCATION

### Bachelor of Computer Science

University of Pennsylvania  
2010 – 2013  
Philadelphia, Pennsylvania

## LANGUAGES

English

Chinese

## PROFESSIONAL EXPERIENCE

### Messhof

Senior Game Developer

2020 – 2022 | Los Angeles, USA

- Leading and coordinating development teams, providing guidance and direction.
- Developing Cocos Creator games with high qualities.
- Evaluating and integrating third-party plugins and libraries to optimize development time.
- Solving complex technical challenges, such as network synchronization and real-time multiplayer.
- Contributing to the overall game design, including mechanics, monetization strategies, and player engagement.

### Campo Santo

Game Developer

2017 – 2018 | San Francisco, USA

- Taking ownership of specific gameplay features and implementing them from start to finish.
- Optimizing game performance and addressing memory management issues for a smoother experience.
- Mentoring and guiding junior developers, sharing knowledge and best practices.
- Collaborating closely with designers and artists to ensure the realization of their creative vision.
- Identifying and implementing solutions to enhance gameplay mechanics, controls, and user experience

### Amplitude Studios

Junior Game Developer

2013 – 2015 | Paris, France

- Assisting senior developers in implementing game mechanics and systems.
- Collaborating with artists and designers to integrate assets and implement visual effects.
- Debugging and troubleshooting issues to ensure smooth gameplay experience.

- Participating in code reviews and learning from feedback to improve coding skills.
- Keeping up with industry trends and exploring new features and tools in Unity and Cocos.

## SKILLS

Unity

Cocos

C#

GameSalad

Typescript

Javascript

ReactJS

Express

C/C++

SmartFoxServer

Cocos2dx

Android Studio

NodeJS

Docker

Socket io

PhaserJS

React.Native

Canvas

Java

Python

KBEngine

VueJS

MongoDB

Kotlin

## INTERESTS

Soccer • Badminton • Reading