



Takumi Ono

Senior Game Developer

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Profile

As a **senior game developer** with **9 years of experience**, I specialize in Unity and Cocos game engines, utilizing C# and JavaScript. 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.

Professional Experience

Senior Unity Developer, IllFonic

2019 – 2022 | Colorado, USA

- Leading and coordinating development teams, providing guidance and direction.
- Architecting and developing scalable and maintainable game systems and frameworks.
- 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.

Game Developer, Bandai Namco Entertainment

2016 – 2018 | Tokyo, Japan

- 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.

Junior Game Developer, Black Tower Studios

2013 – 2015 | Tokyo, Japan

- 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# • Game Salad • Typescript • Javascript • ReactJS • Express • C/C++
SmartFoxServer • Cocos2dx • Android Studio • NodeJS • Docker • Socket io • PhaserJS • React.Native
Canvas • Java • Python • KBEngine • VueJS • MongoDB • Kotlin

Education

Bachelor of Computer Science, *Shizuoka University*

2009 – 2012 | Shizuoka, Japan

Languages

English

Japanese