


DANIEL NEČESAL

Game Developer

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PROFESSIONAL SUMMARY

Innovative and proactive game developer with over 5 years of experience in game development and design, specializing in Unity Engine. Skilled in C#, TypeScript, and Python. A proven track record of leading projects to success and a passion for creating immersive gaming experiences. Solo indie developer and a winner of the Brno Game Jam, demonstrating creativity and problem-solving skills in a competitive environment.

TECHNICAL SKILLS

Languages: C# (4 years), TypeScript (2 years), Python, HLSL

Game Engines: Unity (4 years), Unreal Engine (1 year)

Specializations: Optimization, UI, Editor Tools, 2D/3D Math, Android and Windows Development, Compute Shaders, Automated Testing and Deployment, Translation Systems, Project Organization

Tools: Rider, Blender, Photoshop, Jenkins, Firebase, GitHub, Bitbucket, Miro, Figma, Lucid, CapCut

Other: Atlassian Suite, Vue.js, GPT4 and Stable Diffusion prompting, Matrix Req

SOFT SKILLS

Proactive Problem Solver: Identifies and resolves inefficiencies with innovative solutions, enhancing project success and productivity through critical thinking and technological adaptation.

Efficient Autodidact: Rapidly learns and applies new technologies and game development techniques.

Optimistic Visionary: Inspires with a forward-looking approach and resilience, transforming challenges into opportunities for innovation and team excellence.

PROFESSIONAL EXPERIENCE

Unity Generalist Engineer

MINDMAZE (2022 - Present) | Lausanne, Switzerland

- Collaborated with cross-functional teams to lead 3 major projects from breakdown to launch.
- Optimized game performance for low-end hardware and ported whole project to Android.
- Integrated new CI pipeline with Jenkins to automate testing and deployment.

Unity Mobile Game Developer

TINYSOFT (2022) | Brno, Czech Republic

- Developed campaign mode and level sharing for [SandBox: Sand Pixel Simulator](#), boosting user engagement by 50% over 3 months through targeted analytics-driven development.

Indie Unity Game Developer

BROTAGONISTS (2020 – 2022) | Brno, Czech Republic

- Co-founded indie game studio, developing and publishing [Octomancer - Octopus Adventure](#).
- Mastered various tools including Unity, Blender, and Photoshop, pushing the limits of mobile game development.

Unity and Python Instructor

ICT PRO & SKILLMEA (2020-2022) | Brno, Czech Republic

- Conducted [in-person](#) and [online courses](#) focusing on Unity for game development and [Python](#).

PUBLISHED UNITY PACKAGES

Smart Rooms: Procedural Level Generator & Room Builder

- A Unity package for dynamic level creation with the Unity Tile System, featuring custom tiles and prefabs for versatile level design. Well-received on the Unity Asset Store.
- Itch.io Demo: [Smart Rooms Demo](#)
- Unity Store: [Smart Rooms: Procedural Level Generator & Room Builder](#)

Tic Tac Toe Pro: Smart AI & 2048 Minigame

- Reinvents Tic Tac Toe with an intelligent AI and a bonus 2048 mini-game, offering a strategic depth to the classic game. Praised for its innovative approach and challenging gameplay.
- Google Play: [Try Tic Tac Toe Pro](#)
- Unity Store: [Tic Tac Toe Pro: Smart AI & 2048 Minigame](#)

EDUCATION

MSc Physical Engineering and Nanotechnology

Brno University of Technology (2015 – 2020) | Brno, Czech Republic

- Developed a [controller in Python](#) for scanning near-field optical microscope.
- Graduated with honors.

Micro optical engineering

École polytechnique fédérale de Lausanne (Freemover 2019) | Lausanne, Switzerland

- Developed a [holographic microscope and controller](#) for studying micro lenses, culminating in a [published paper](#).

LANGUAGES

English (Fluent, C2), Czech (Native)

INTERESTS

- Avid PC gaming and VR enthusiast.
- Passionate culinary enthusiast, applying scientific precision to the art of cooking.
- Game Jammer - Winner of [Brno Game Jam \(2022\)](#).
- Actively creating and experimenting with AI technologies, including GPT-4 and Stable Diffusion.
- DnD player and Dungeon Master.