



DANIEL NECESAL

Lead Software Developer

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PROFESSIONAL SUMMARY

Innovative and proactive developer with over 6 years of experience across a variety of software industries. Has a proven track record of leading projects to success with passion for creating high quality products fulfilling user needs. Consistently demonstrating creativity, determination, leadership, and problem-solving skills in a competitive environment.

PROFESSIONAL EXPERIENCE

Tech Lead

MINDMAZE (09/2022 - Present) | Lausanne, Switzerland

- Developed medical device in Agile team, focusing on code reviews, testing, and documentation.
- Communicated and managed relationships with stakeholders, designers, and team members.
- Defined and documented technical requirements to fulfill business needs and constraints.
- Created and maintained comprehensive documentation for regulatory compliance.
- Analyzed and prioritized client feedback for driving improvements and meeting user needs.
- Lead 5 major projects from breakdown to launch, collaborating with cross-functional team.
- Ported main product to Android and optimized its performance for low-end hardware.
- Developed a CI pipeline with Jenkins to automate testing and deployment.

Unity Mobile Game Developer

TINYSOFT (01/2022 – 07/2022) | Brno, Czech Republic

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

Indie Unity Game Developer

BROTAGONISTS (09/2020 – 08/2022) | Brno, Czech Republic

- Co-founded indie game studio, developing and publishing [Octomancer - Octopus Adventure](#).
- Developed multiplayer system based on Firebase cloud and procedural level generation.

Unity and Python Instructor

ICT PRO & SKILLMEA (09/2020 – 08/2022) | Brno, Czech Republic

- Conducted in-person and [online courses](#) for [Python](#) and [Game Development in C#/Unity](#).

Microoptics Engineer

École polytechnique fédérale de Lausanne (Freemover 01/2019 – 07/2019) | Lausanne, Switzerland

- Created a [holographic microscope and its controller](#) for studying microlenses. [Published paper](#).

EDUCATION

Physical Engineering and Nanotechnology, Master of Engineering

Brno University of Technology (09/2015 – 06/2020) | Brno, Czech Republic

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

LANGUAGES

English (Fluent, C2), Czech (Native)

SKILLS

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

Interdisciplinary Collaborator: Integrates diverse perspectives to drive cohesive project development and foster innovative solutions, excelling in uniting technical and creative teams.

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

NOTABLE PERSONAL PROJECTS

Smart Rooms: Procedural Level Generator & Room Builder

- Demo: [Smart Rooms Demo](#)
- Unity Store: [Smart Rooms: Procedural Level Generator & Room Builder](#)

Thinking with Portals VR

- Demo: [Thinking with Portals VR](#)

Octomancer

- Demo: [Octomancer](#)

TECHNICAL SKILLS

- **Languages:** C#, Python, TypeScript, PowerShell, Kotlin, HLSL, C++, JavaScript, SQL
- **General Skills:** Leading Projects, Agile, Medical Software Regulatory Documentation
- **Technical Skills:** Full Stack Development, SW Architecture, TDD, Scrum, Kanban, Data engineering, Cloud computing, UI Development, VR, Graphical Optimization, Compute Shaders, 2D/3D Vector Math, Automated Testing and Deployment, CI/CD automation
- **Tools and frameworks:** Git, .NET, Rider, Jenkins, Firebase, GitHub, Azure, Atlassian Suite, Miro, Figma, Lucid, Blender, Photoshop, CapCut, Unity, Unreal Engine, Copilot, Stable Diffusion, Matrix Requirements, SVN, Markdown, Inno Setup, NUnit
- **Web technology:** Node.js, Vue.js, ASP.NET, Django, HTML, CSS, MongoDB, REST APIs

DETAILS

- Driving license A + B
- Holder of Permis B (UE/AELE)