

Game Developer Resume

Mony Dragon

Address: 126 April Dr Mulvane, KS 67110

Phone: 316-719-6884

Email: Monydragon@gmail.com

Portfolio: <https://monydragon.com>

Summary

Accomplished Game Developer with a rich portfolio of over 10 shipped games and applications, including releases to the Google Play Store. Expertise in both 2D and 3D game development across various genres, utilizing Unity and C#. Demonstrated proficiency in supporting Web, Windows, Linux, Mac, and Android versions for the majority of games. Skilled in Agile and Waterfall methodologies to ensure efficient and effective project completion.

Technical Skills

Languages: C#, JSON

Tools: Unity, Rider, Visual Studio 2022, Git, GitKraken

Methodologies: Agile, Waterfall

Professional Experience

Software Engineering Director at Dragon Lens Studios Inc.

(March 2014 - Present)

Led the development and shipping of over 10 games, contributing to a diverse game portfolio. Developed tools and engines to enhance game development processes, including the Pixel Engine for Unity.

Software Developer/IT Support at ProHome LLC

(April 2023 - Present)

Developed ProHomeLive using C# (12), Blazor, Dot Net MAUI (.NET 8), focusing on Agile methodologies for rapid project delivery.

Managed IT support, enhancing technical assistance.

Software Developer/DevOps Engineer at Lockheed Martin

(November 2022 - February 2023)

Enhanced CI/CD pipelines with Unity and C#, integrating AWS and Git.

Leveraged NUnit for unit testing, emphasizing development efficiency.

Software Developer at American Barcode and RFID

(February 2022 - November 2022)

Collaborated on microservices RESTful APIs and Xamarin-based UI development, showcasing versatility in software solutions.

Software Developer at Transplant Connect

(September 2021 - February 2022)

Focused on ITX-ITransplant systems and web development for international clients, employing strong client-service skills.

Software Developer at USIC

(February 2021 - September 2021)

Develop and maintain the Translore mapping application, enhancing field locator functionalities with mapping and voice-to-text features.

Software Developer at Microsoft (Insight Global)

(April 2017 - June 2018)

Contributed to essential Windows applications development, focusing on Azure Pipelines and unit testing for software reliability.

Software Engineer at Mainstream Non Profit Solutions (November 2019 - August 2020)

Developed modifications for web applications, enhancing user interaction and backend functionality.

Senior Software Engineer at Super Systems Inc. (MSA) (April 2017 - June 2018)

Directed Azure/AWS Cloud Integration projects, utilizing C# and .NET for scalable web services.

Tools

- [Pixel Engine for Unity](#)
- [TBS - 2D Turn-based Battle System](#)

Games

- [Phantasy Quest \(2D, Turn-Based RPG\)](#)
- [Lost Dreams \(2D, Adventure Hack/Slash\)](#)
- [We're Live \(3D, Simulator / Multiple Genres\)](#)
- [Luminous \(2D, Adventure/Puzzle\)](#)
- [The Afterlife \(2D, Platformer\)](#)
- [Oceans Call \(2D, Underwater Platformer\)](#)
- [Beyond The Infernal Door \(2D, Visual Novel\)](#)
- [Cloud Adventures \(2D, Turn-Based RPG\)](#)
- [Cubed to Death \(3D, Survival\)](#)
- [Slime Mania \(2D, Strategy\)](#)

Education

College of Western Idaho – Software Engineering, 2011 - 2013

MIT - Software Engineering (Online), 2013 - 2016

Continuous Learning: Udemy, Lynda, Pluralsight (2008 – Present)