

Game Developer Resume

Mony Dragon

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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, Dragon Lens Studios Inc. *(March 2014 - Present)*

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

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)