

# Game Developer Resume

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## **Mony Dragon**

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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, 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)