

HIRSCHFELD MITCHELL SHAWN

Senior Unity Developer

📧 speeddev62@gmail.com 📍 Bowmanville, ON, Canada

EXPERIENCE

Senior Unity Developer

PixelForge Studios

- 📅 06/2020 - Present 📍 Toronto, ON
- Led development of a cross-platform multiplayer game (iOS, Android, WebGL) using Unity and Photon
 - Implemented procedural generation for levels, reducing asset load time by 40%
 - Built AR educational experience for iOS/Android using Unity + AR Foundation
 - Worked closely with UI/UX designers to deliver polished gameplay and interfaces
 - Integrated Firebase for user authentication, cloud save, and analytics

SkyForge Tactics

Company Name

- SkyForge Tactics - A 3D tactical shooter for PC
- Over 50K downloads on Steam

NeuroSim VR - Virtual surgery trainer

NeuroSim VR

- Virtual surgery trainer adopted by 3 medical colleges in Canada

ARStory

ARStory

- Interactive AR storytelling app for kids, featured in TechTO Startup Showcase

Senior Unity Developer

Canada & US

- 📅 11/2020 - 11/2024 📍 Toronto, Canada
- Open to remote or on-site roles across Canada & US (with sponsorship if needed)

Unity Developer

Arcade North Interactive

- 📅 05/2017 - 05/2020 📍 Montreal, QC
- Developed a VR medical simulation app used in Canadian healthcare training programs
 - Optimized rendering pipeline to ensure 90+ FPS on Oculus and HTC Vive
 - Created interactive UI elements and physics-driven tools using Unity's XR Toolkit
 - Built localization system supporting 6 languages for international clients

Game Jam Winner

Game Jam Winner

- 📅 04/2019 📍 Ludum Dare 46

SUMMARY

Unity Developer Game Programmer XR/AR/VR Specialist Passionate and results-driven Unity Developer with 7+ years of professional experience building interactive games, simulations, and XR experiences. Skilled in designing gameplay systems, optimizing performance, and collaborating with cross-functional teams to deliver polished and scalable Unity-based applications. Adept with C#, Unity3D, Unreal Engine (Blueprints), AR/VR, and third-party SDKs.

KEY ACHIEVEMENTS



Optimized Game Assets

Reduced asset load time by 40% through procedural generation in Unity.



Successful Game Launch

Achieved 50K+ downloads for SkyForge Tactics on Steam.



NeuroSim VR Adoption

VR trainer adopted by 3 Canadian medical colleges.



ARStory Recognition

Featured in TechTO Showcase with an interactive AR storytelling app for kids.

LANGUAGES

English

Native



EXPERIENCE

Junior Game Developer

Indie Contract Work

📅 2015 - 2017 📍 Remote

- Designed and shipped 4 small indie games on itch.io and Google Play Store
- Built real-time multiplayer logic using Unity Networking (UNET)
- Customized character controllers, UI systems, and animation state machines

EDUCATION

Bachelor of Computer Science - Game Development

University of British Columbia (UBC)

📅 09/2011 - 08/2015 📍 Vancouver, BC

SKILLS

Agile

Animation

C/C++

C#

Git

GitHub

Google Firebase

JavaScript

Python

Scrum

Training Programs

Unity

Unreal Engine

Vercel

Virtual Reality

WebGL

Blender 3D

Jamf

Gmail

Apple iOS