SHONTAN DANIEL

GAMEPLAY PROGRAMMER

Highly skilled Gameplay Programmer with over 5 years of experience in the gaming industry. Proven track record of designing and developing gameplay features for various platforms. Adept at working in a team and collaborating with designers, artists, and engineers to create engaging games. Strong programming skills in C#, JavaScript and Unity Game Engine.

Education:

Bachelor of Science in Electronics Engineering

Obafemi Awolowo University, Ile-Ife, Osun, Nigeria.

Skills:

- Proficient in programming languages: JavaScript, C#, and Unity.
- Experience in designing and developing gameplay features and systems.
- Knowledge of AI systems development and optimization.
- Strong communication and collaboration skills.
- Ability to work in a team and mentor junior programmers.
- Knowledge of UI/UX design and visual design.
- Familiarity with various game engines and development tools.

Work Experience:

Pinheads Interactive (Contract Developer - AI Systems)

Dates Employed: 2019 - 2020

- Design and develop AI systems for the studio's game titles.
- Conduct unit testing and debugging of the AI systems.
- Optimize AI code for better performance on various platforms.

Redshield Games (Junior Gameplay Programmer)

Dates Employed: 2021 - 2022

- Assist in the design and development of gameplay features for the studio's game titles.
- Work with the senior programmers to implement game mechanics and systems.
- Conduct unit testing and debugging of the game code.
- Optimize game code for better performance on various platforms.

Microlab Ace (Visual Designer)

Dates Employed: 2019 - 2021

- Design and implement UI/UX for the studio's mobile game titles.
- Create visual assets such as icons, buttons, and backgrounds.
- Develop and maintain the studio's visual brand identity.

Inuv8 Studios (Lead Creative Developer)

Dates Employed: 2022 - Present

- Lead the development of gameplay features for the studio's upcoming game title.
- Collaborate with the design team to implement game mechanics and systems.
- Conduct code reviews and mentor junior programmers.
- Debug and optimize game code for better performance.