

Shontan Daniel

Gameplay Programmer

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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.

WORK EXPERIENCE

Contract Game Developer - AI Systems

Pinheads Interactive

2019 - 2020

- Designed and developed AI systems for the studio's game titles.
- Conducted unit testing and debugging of the AI systems.
- Optimized AI code for better performance on various platforms.

Junior Gameplay Programmer

Redshield Games

2021 - 2022

- Assisted in the design and development of gameplay features for the studio's game titles.
- Worked with Senior Programmers to implement Game mechanics and Multiplayer and Networking systems.
- Conducted Unit testing and debugging of the game code.
- Optimized game code for better performance on various platforms.

Visual Designer

Microlab Ace

2019 - 2021

- Designed and implemented UI/UX for the studio's mobile game titles.
- Created visual assets such as icons, buttons, and backgrounds.
- Developed and maintained the studio's visual brand identity.

Lead Creative Developer

Inuv8 Studios

2022 - Present

- Leading the development of gameplay features for the studio's upcoming game title.
- Collaborating with the design team to implement game mechanics and systems.
- Conducting code reviews and mentoring junior programmers.
- Debugging and optimizing game code for better performance.

Gameplay Programmer

BRN Metaverse

2021 - 2022

- Worked with Team Leads to implement Game mechanics, Character Skills and In Game systems for the studio's game titles.
- Design and Development of Multiplayer Systems and Networking Features.
- Created and Programmed all Mobile Input Systems for Character Based Movements.
- Optimized game code for better performance on various platforms.

SKILLS

- Proficient in Programming languages: C#, JavaScript, Unity and Photon Engine.
- Experience in Designing and Developing Gameplay Features, Managers and Multiplayer, Backend and Networking 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 designs for both 2D and 3D Projects..

EDUCATION

Bachelor of Science in Electronics Engineering

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