

Shontan Daniel

Gameplay Programmer

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Results-driven Gameplay Programmer with 5+ years of experience building interactive systems, AI behavior, and multiplayer mechanics for mobile, PC, and Web platforms. Skilled in architecting scalable systems in Unity (C#), optimizing performance, and collaborating across disciplines to craft immersive game experiences. Strong foundation in AI programming, multiplayer architecture, UI/UX integration, and visual development.

EXPERIENCE

Creative Developer

Inuv8 Studios [2022 - 2024]

- Lead gameplay programming for an upcoming action-based title built in Unity.
- Architected core game systems, ability kits, enemy logic, and state machines.
- Mentored junior developers and led regular code reviews to ensure clean, scalable code.
- Optimized performance across platforms using profiling tools.

Gameplay Programmer

BRN Metaverse [2021 - 2022]

- Engineered multiplayer features using Photon and Unity Netcode, enabling real-time interactions.
- Built modular gameplay systems including progression, in-game currency, and abilities.
- Developed responsive mobile controls and character mechanics using Unity's Input System.
- Optimized game code for better performance on various platforms.

Junior Gameplay Programmer

Redshield Games [2021 - 2022]

- Contributed to gameplay prototypes, movement systems, and AI state machines.
- Worked with Senior Programmers to Collaborated on multiplayer design and synced game state across clients using NGO and Networking systems.
- Supported game testing, debugging, and network performance analysis.

TECHNICAL SKILLS

C#, JavaScript, Unity Engine, Photon, Netcode for GameObjects (NGO), PlayFab, Firebase, Git

Contract Game Developer - AI Systems

Pinheads Interactive [2019 - 2020]

- Designed reusable AI behavior trees and finite state machines for NPCs.
- Delivered AI solutions for enemy pathfinding, combat logic, and dynamic difficulty.
- Profiled and optimized AI performance across mobile and desktop targets.

Visual Designer

Microlab Ace [2019 - 2021]

- Designed UI/UX flows, menus, and HUDs for mobile games.
- Created visual assets including icons, character overlays, and animation-ready assets.
- Maintained visual identity across project iterations and supported game branding.

Systems & Features

- Experience in Designing and Developing Gameplay Features, Managers and Multiplayer, Backend and Networking Systems.
- AI Programming (FSMs, behavior trees)
- Multiplayer (Lobby, Relay, RPCs, Authority, Sync).
- Modular Game Architecture, OOP and Interfaces.
- Character Abilities & Skills Systems
- Strong communication and collaboration Skills.
- UI/UX Integration with Unity UI & DoTween.

Soft Skills

- Team collaboration & cross-functional communication.
- Technical mentorship & documentation
- Rapid prototyping & iteration.

EDUCATION

Bachelor of Science in Electronics Engineering

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