**Shontan Daniel** Email: [shontandaniel@gmail.com](mailto:shontandaniel@gmail.com)

Gameplay Programmer LinkedIn: [Shontan Daniel](http://www.linkedin.com/in/daniel-shontan-3b6b2b227/)

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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 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 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: 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

EDUCATION

**Bachelor of Science in Electronics Engineering**

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