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

Gameplay Programmer +234-811-220-0157

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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.