DAISY SHAW

Senior Game Developer | C# & Unity Expertise | Statistical Math

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SUMMARY

With over a decade of professional game development experience, I am adept in C#, UNITY, and project management. My work has contributed to successful game titles resulting in significant user engagement and revenue generation. I am eager to bring my expertise in game programming and passion for creating leading gaming content to a dynamic and creative team.

EXPERIENCE

Lead Game Developer
GameTech Studios

📅 05/2019 - Present   📍 Liverpool, UK

- Directed a team of 10 developers in creating innovative game mechanics, resulting in a 30% increase in player engagement
- Implemented efficient code reviews, enhancing code quality by 25% and accelerating development timelines by 15%
- Project managed the development of a hit casino game that accrued over £2 million in the first six months
- Initiated and led a successful company-wide hackathon that led to two patent-pending features for our gaming platform
- Optimized existing game software which reduced load times by 40% and improved overall user experience
- Spearheaded a transition to a hybrid working environment that boosted team productivity and morale

Senior Unity Developer
Creative Interactive

📅 09/2015 - 04/2019   📍 Manchester, UK

- Produced high-quality code for 5 top-performing games, contributing to a 20% development cycle reduction
- Mentored a team of juniors and intermediates in best practices, resulting in a 10% increase in team efficiency over one year
- Collaborated with artists and designers to ensure technical feasibility which elevated game designs and functionality
- Enhanced gaming engine capabilities, creating a more versatile platform adopted by other company divisions
- Deployed a series of successful gameplay tests which led to important feature iterations and a 15% improvement in user retention

Game Programmer
Digital Realms

📅 06/2011 - 08/2015   📍 Liverpool, UK

- Developed and refined algorithms for gameplay features in a team, affecting gameplay balance positively
- Optimized game code for better performance across platforms, leading to a 10% increase in frame rates
- Played a critical role in the post-launch support of games which improved user satisfaction by 20%
- Contributed to a secure and efficient codebase that reduced game-breaking bugs by 35%

EDUCATION

BSc in Computer Science
University of Liverpool

📅 01/2007 - 01/2010   📍 Liverpool, UK

MSc in Advanced Computer Science
University of Manchester

📅 01/2010 - 01/2011   📍 Manchester, UK

PROJECT

Open Source Casino Game Engine

Contributed to the development of an open-source casino game engine designed to enhance game performance and scalability. Check my contributions at github.com/CasinoGameEngine

2D Puzzle Mobile Game

Led the coding and debugging of a 2D puzzle game that improved cognitive functions for users. See more at github.com/2DPuzzleChallenge

KEY ACHIEVEMENTS

🎯 **Integrated Advanced AI in Games**
Developed an advanced AI system for strategic gameplay, increasing game complexity and user engagement by 25%.

🪄 **Winner of Developer Hackathon**
My team won the company-wide hackathon with a groundbreaking feature that improved game interaction analytics.

🎯 **Expert Speaker at GameDev Conf**
Invited as a speaker at a major Game Development Conference to discuss trends in AI for casino-style games.

💡 **Mentored Future Game Developers**
Mentored over 20 junior developers, enhancing the internal talent pool and strengthening the company's future development capabilities.

SKILLS

C#   UNITY   C++

Game Development

Software Optimization   Statistical Math

COURSES

Certified Unity Developer
An advanced course that sharpened my expertise in Unity game development provided by Unity Technologies.

Advanced C# Programming
Deep dive into C# language features and best practices, facilitated by Pluralsight.