

John Smith

Senior Software Engineer & Veteran Game Developer

Contact

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Summary

Experienced software engineer with over 10 years of experience in game development using Unity and Unreal Engine. Skilled in full-stack web development, passionate about learning new technologies and delivering engaging user experiences.

Skills

- Game Development: Unity, Unreal Engine
- Frontend: React, Vue, HTML5, CSS3
- Backend: Node.js, Spring Boot
- Tools: Git, Docker, Jenkins, Framer Motion

Professional Experience

Senior Game Developer, GameWorks Inc.

2016 - Present

- Led development of 5+ commercial game titles
- Integrated multiplayer support using Photon and Unity networking
- Optimized performance and user experience

Software Engineer, WebTech Solutions

2011 - 2016

- Developed full-stack web apps using Spring Boot and React
- Collaborated with cross-functional teams to deliver agile releases