Mitsuo Miyamoto

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Objective

With over 4 years of experience as a Game Developer, I am seeking a challenging position in game and metaverse development where I can leverage my extensive expertise in creating immersive gaming experiences, innovative metaverse environments, and engaging interactive content. I am passionate about utilizing cutting-edge technologies to push the boundaries of digital worlds and contribute to the future of gaming and AI.

Summary of Qualifications

- Project Management

- Cross-Platform Development | 2D and 3D Game Development

- User Interface Design | Sound Design

- Scripting | C# | C++

- Multiplayer and Networking | Testing and Debugging

- AI Development(NPCS)

- Metaverse Integration | NFT Utilization

- Web3 Wallet Connectivity

Professional Experience

5zeroinfo   **Beograd, Serbia**
Senior Software Engineer   Jul 2023 to Jul 2024
- Architected the complete infrastructure for an NFT Marketplace and Game Development, ensuring a cohesive and scalable design.
- Served as a Project Manager, meticulously overseeing the project's adherence to its plan, timeline, and financials.
- Developed an NFT marketplace utilizing Unreal Engine, showcasing advanced technical proficiency.
- Engineered a Blueprintable FJsonValue wrapper, enabling full JSON functionality within Unreal Engine blueprints.
- Seamlessly integrated WebSocket technology with Unreal Engine to enhance real-time data communication.
- Contributed to the development of an open-world survival game, incorporating detailed characters, weapons, and vehicles.
- Designed and implemented a multiplayer shooting game system, focusing on competitive gameplay mechanics.
- Employed Agile Development methodologies to streamline project processes and successfully implemented Continuous Integration/Continuous Deployment (CI/CD) using Git Actions.

DexBattle   **California, Walnut**
Software Engineer   May 2022 to Jun 2023
- Developed an NFT marketplace leveraging Unity, showcasing advanced application of game development frameworks.
- Integrated blockchain functionalities into the Unity platform using the Moralis Web3 Unity SDK, enabling secure and efficient transactions.
- Crafted a real-time strategy online game (MMOFPS) utilizing Photon Unity Networking (PUN2), demonstrating expertise in multiplayer game development.
- Engineered comprehensive player mechanics, including movement (Walk, Run, Jump, Fall, Idle), shooting, and a health system, to enhance gameplay interaction.

- Incorporated advanced weapon handling in the game, supporting dual-hand and multi-hand grips, showcasing attention to detail in game realism.
- Designed and implemented the UI/UX using the VHUD controller, ensuring an intuitive and engaging user interface.
- Ensured cross-platform compatibility, supporting MacOS and Windows for desktop, and iOS and Android for mobile devices, demonstrating a commitment to broad accessibility.
- Integrated frontend and games with Web3, improving interfaces and gameplay, further attracting users.

Borgverse   **California, SANTA CLARA**
Unity Developer   Sep 2021 to Jul 2022
- Developed a Solana NFT marketplace within Unity, streamlining digital asset trading and management for an immersive user experience.
- Enhanced player matchmaking fairness by adjusting team selection based on player counts, elevating gameplay quality.
- Authored Rust smart contracts for GameFi, securing transactions and enriching gameplay, which grew the user base.
- Enhanced game environments and mechanics, including tunnel design, bike dynamics, and camera perspectives.
- Led a UI redesign, leveraging additional graphic design support for faster implementation.
- Integrated Solana Unity SDK and wallet functionality, enhancing in-game transactions and asset management for improved player engagement.
- Integrated blockchain third party into the Unity platform using the ChainSafe Unity SDK, enabling secure and efficient transactions.

TreasureDAO   **Cayman Islands**
Game | Web3 developer   May 2020 to Dec 2021
- Spearheaded the development of an BombMan-style game featuring a monkey character, utilizing Unity for comprehensive game design and PUN2 for multiplayer functionality.
- Enhanced gameplay with the implementation of a ghost mode for characters upon death and dynamically expanding the game map over time to increase challenge and engagement.
- Led the UI/UX design process, ensuring intuitive navigation and a seamless user experience, while also developing realistic ragdoll animations and movement physics for lifelike character interactions.
- Integrated NFT functionality using ChainSafe, enabling the secure and seamless trade and ownership of digital assets within the game environment.
- Implemented direct retrieval of NFT information from the infrastructure, leveraging IPFS for efficient and reliable blockchain data access, enriching the game's Web3 capabilitiesReviewed & Tested deployed smart contract on Docker.

Education

Bachelor's degree in Computer Science (Fukuoka University)   Apr 2016 to Mar 2020

Skills

- Project Management
- Unity, C#
- Unreal engine, C++
- Blockchain, Web3, NFT, IPFS
- AI
- Godot
- React, Javascript / Typescript
- PUN, Fusion