Brian Durant

## *Senior Web3/Game Developer*

✉ briandurantparis@gmail.com   📞 +33 977 199 009   📍 Île-de, Paris, France

📇 PROFILE

Senior Web3/Game Developer with over **9 years of experience** in **game development**, specializing in **blockchain-integrated games**, **smart contract development**, and **multiplayer game systems**, working at a rate of **$5k~$6k monthly**. I have successfully led cross-functional teams to deliver more than 10+ production-level **3D games** and applications across **PC**, **Mobile**, **Web**, and **VR** platforms using **Unity** and **Unreal Engine**. My expertise includes **smart contract development** for **NFT marketplaces**, tokenomics, and decentralized in-game economies on **Ethereum**, **Solana**, and other blockchain networks. Skilled in optimizing **real-time multiplayer systems** using **Photon Engine**, **Socket.io** ⧉, ensuring low-latency, scalable performance. Additionally, I have mentored developers, managed **CI/CD pipelines**, and implemented **DevOps practices** to enhance deployment efficiency and system performance.

💼 PROFESSIONAL EXPERIENCE

Lead Developer | Senior Game Developer   08/2023 – 08/2024 | Lyon, France
RyseUp Studios

- Directed a cross-functional team to build a scalable, **EVM-based P2E gaming** platform using **Unreal Engine**, **Node.js**, and **Solidity**.
- **Led** project development from concept to deployment, integrating game mechanics, **tokenomics**, and **blockchain** technologies.
- Introduced **CI/CD pipelines**, reducing deployment times by 40%, and optimized backend services using **Node.js** and **MonogDB** for a 15% improvement in server response times.
- Developed a **multiplayer PvP prototype** using **Photon Fusion** and **mentored** junior developers.
- Developed high-quality, performance-optimized video games using **Cocos Creator,** focusing on advanced game mechanics, UI design, and ensuring seamless gameplay across mobile platforms.

Telegram Game Developer   10/2023 – 04/2024
Doodles   Miami, Florida, USA

- Developed multiple games, including a flappy-style game, for the Telegram Mini App platform, with **TON** and **Solana** blockchain integration.
- Built responsive game front-ends with **React/Next.js, Pixi.js**, and **Phaser.js**, while designing secure backends using **Express.js** and **MongoDB**.
- Leveraged **grammy** and **tonweb** to integrate **TON blockchain** features, enabling decentralized gameplay and secure crypto transactions within Telegram.
- Implemented a reward system using **TON** tokens and **NFTs**, leveraging **Telegram API** for seamless user interactions.

SmartContract | Web3 Developer   03/2022 – 07/2023 | California, USA
DexBattle

- Designed and deployed **smart contracts** for NFT minting, staking, and tokenomics on **Ethereum** and **Solana**.
- Developed NFT marketplaces and minting sites using **React**, **Vue**, **Next.js**, and **Hardhat**.
- Implemented wallet connectivity with **web3.js** and **ethers.js**, integrating with wallets like MetaMask and Phantom.

- Built **dApps** to support in-game economies and **NFT** trading, ensuring secure interactions between **smart contracts** and front-end interfaces.

P2E Game Developer   01/2020 – 02/2022 | New York, US
Graviton Labs
- Led the development of **blockchain-integrated P2E games** using **Solidity** and **Rust**, including a **Unity** based-**multiplayer BombMan-style game**.
- Integrated **NFT** functionality using **ChainSafe** and **IPFS**, while managing front-ends in **React** and backends in **Node.js**.
- Created **VR experiences** and implemented multiplayer functionalities, boosting player engagement by 34%.
- Spearheaded the integration of decentralized economies, tokenomics, and asset staking, providing players with opportunities to earn, trade, and utilize **NFTs** within the **P2E ecosystem**.

Game Backend Developer   01/2019 – 12/2019 | Windsor, UK
Konami Digital Entertainment Europe
- Developed real-time multiplayer backends using **Node.js**, **Socket.io** ☐ , **.NET MVC** and **Java**, optimizing server response times by 29%.
- Created and maintained server-side APIs for **leaderboards**, **player authentication**, and **in-game events**.
- Scaled backend infrastructure to support millions of active users, ensuring high uptime and performance.
- **Collaborated** closely with front-end teams to deliver synchronized gameplay experiences while ensuring backend performance and scalability.

Unity Mobile Game Developer   03/2016 – 12/2018 | Normandy, France
Blackant Master Studio
- Developed an **Android runner game**, integrated in-app ads, and optimized **mobile** game performance with **Unity Profiler**, boosting FPS by 200%.
- Reduced development time by proposing **ready-made assets** and **tools** for Unity.
- Saved company **$6000** and **2 months** of development time by proposing buying a ready asset for **Unity**
- Created **tools** to convert **Minecraft** maps to **Protobuf format** for **Unity** integration.
- Used **3rd party Unity asset** to implement an inventory system
- Optimized the company work **pipeline** by proposing: writing a game-design document, finding a project manager, setting up a schedule and rules of meetings.

HTML5 Game Developer Intern   07/2015 – 03/2016 | Normandy, France
Blackant Master Studio
- Developed cross-platform **HTML5 games** using **Cocos2dx** and **Phaser.js**, focusing on game logic and **UI** for **casino-style games**.
- Collaborated on testing and performance optimization for mobile platforms.
- Gained exposure to the full game development cycle, from concept to deployment.
- Participated in brainstorming and gained exposure to the full game development cycle, enhancing skills in **JavaScript** and **frameworks**.

🎓 EDUCATION

Bachelor's Degree of Computer Science   2010 – 2014 | Lorient, France
University of Southern Brittany

🧠 SKILLS

Blockchain/Web3 Development:
- **Languages:** Solidity, Rust/Anchor
- **Frameworks & Tools:** Web3.js, Hardhat, Truffle, Foudry
- **Blockchain platforms:** Ethereum, Solana, BSC, TON

Web Development:
- **Frontend:** React/Next.js, Vue.js, Angular, Tailwind CSS, SCSS
- **Backend:** Node.js, Express, Golang, Protobuf, .NET MVC, RESTful APIs
- **Database**: MongoDB, MySQL, PostgresSQL,
- **DevOps:** CI/CD (Jenkins, GitHub Actions), Docker, Kubernetes
- **Cloud Platforms:** AWS, Azure, Google Cloud, Supabase, FIrebase
- **Project Management:** Agile, Scrum, Git,GitHub, JIRA

Game Development
- **Languages:** C#, C++, C, Java, Python, GDScript, Javascript, Typescript,
- **Game Engines & Frameworks:** Unity, Unreal Engine, Cocos2dx, Cocos creator, Godot, Phaser.js, Pixi.js, Pygame
- **3D Graphics & Animation:** Three.js, WebGL
- **Multiplayer systems & Networking**: Photon Engine(Photon fusion, PUN2), Socket.io ↗ , Mirror
- **Tools:** Unity Profiler, AdMob, UnityAds
- **VR Development:** Unity XR Toolkit, Oculus SDK
- **Features:** Multiplayer functionality, advanced physics, UI/UX design

🌐 LANGUAGES

- French
- English