

Brian Durant

Senior Web3/Game Developer

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SUMMARY

Senior Web3/Game Developer with over 11 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.

EDUCATION

Bachelor of Computer Science

University of Southern Brittany | Lorient, France | Sep 2009 – Sep 2013

My time at the University of Southern Brittany provided a transformative and enriching foundation in computer science. With a challenging curriculum and support from dedicated faculty, I gained both theoretical and practical skills essential for the tech industry. This experience equipped me with a strong base in programming, game development principles, and software engineering, preparing me well for my career journey. The academic rigor and hands-on training I received have greatly contributed to my ability to excel in game development and beyond.

PROFESSIONAL EXPERIENCE

Lead Developer | Senior Game Developer

CBI | Paris, France, Aug 2023 – Aug 2024

- Directed the end-to-end development of **AAA-quality, football-centric gaming platform** using **Unreal Engine 5.1**, **Node.js**, and **Solidity**, enabling seamless exploration across connected universes.
- Led the implementation of **blockchain-based tokenomics** and **NFT marketplace** within AAA titles, enabling secure asset trading and player-driven economies on **Ethereum**.
- Architected advanced **multiplayer mechanics** and **cross-platform compatibility**, leveraging **Photon Fusion** for seamless PvP gameplay, enhancing the scalability and responsiveness of real-time player interactions.
- Integrated **AAA-quality assets** and high-fidelity rendering optimizations, boosting graphical performance by 20% on both high-end and standard devices.
- Led project development from concept to deployment, integrating game mechanics, fan-driven **tokenomics**, and **blockchain** technology to enhance player engagement.
- Introduced **CI/CD pipelines**, reducing deployment times by **40%**, and optimised backend performance with **Node.js** and **MongoDB**, achieving a **15%** improvement in server response times.
- **Migrated a high-performance Unity project to Cocos Creator 3.8.1**, adapting complex gameplay mechanics and optimizing UI/UX for mobile platforms to enhance user engagement and maintain AAA-quality performance.

Telegram Game Developer

Doodles | Miami, FL, USA | Oct 2023 - Apr 2024

- 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

DexBattle | Austin, TX, USA | Mar 2021 – Jul 2023

- Designed and deployed **smart contracts** for NFT minting, staking, and tokenomics on **Ethereum and Solana**.
- Developed and maintained **P2E gaming application** using **Python** and **web3.py**, ensuring seamless integration between smart contracts and front-end interfaces.
- 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

Graviton Labs | New York, USA | Jan 2020– Feb 2021

- **Designed and deployed GameFi smart contracts** in Solidity to enable NFT minting, staking, and secure trading for blockchain-powered in-game economy.
- **Integrated Unity with blockchain functionalities** using Web3.js, creating a seamless platform for NFT transactions and player-driven interactions.
- **Developed scalable backend services in Node.js** to support multiplayer PvP and PvE game modes, ensuring smooth and reliable gameplay.
- **Contributed to the metaverse experience** by designing VR features that enriched immersive **GameFi** environment.
- Utilized cutting-edge blockchain technology and **GameFi** mechanics to enhance player ownership, retention, and engagement within a decentralized gaming ecosystem.

HTML5 Game Developer

Blackant Master Studio | Normandy, France | Jul 2016 – Dec 2019

- Developed cross-platform **HTML5 games** using **Cocos2dx, Pixi.js and Phaser.js**, focusing on game logic and **UI** for **casino-style and fighting-style games**.
- Created interactive **2D/3D animations** with **Pixi.js** and enhanced visual transitions, boosting user engagement and overall game aesthetics.
- Built custom UI components in **Phaser.js**, optimizing performance and improving loading times across web and mobile platforms.

- Implemented game logic and assets in **Cocos2dx**, focusing on seamless user interactions and consistent cross-platform functionality.
- Collaborated on **testing** and performance optimization for **mobile platforms**, ensuring smooth gameplay across devices.
- Gained comprehensive experience in the full game development cycle, from concept to deployment, refining skills in **JavaScript** and **HTML5 frameworks**.

Mobile Game Developer

Blackant Master Studio | Normandy, France | Sep 2013 – Jun 2016

- **Contributed to the development** of an Android runner game by integrating in-app ads and supporting performance optimizations using **Unity Profiler**, achieving a significant FPS improvement.
- **Assisted in cost-saving initiatives** by recommending the purchase of a pre-made Unity asset, which saved the company \$6000 and reduced development time by two months while maintaining quality standards.
- **Developed tools** to enable conversion of Minecraft maps into **Protobuf format** for smoother **Unity integration**, enhancing data compatibility and game performance.
- **Supported the design and prototyping** of an RPG survival game in **Unreal Engine**, focusing on procedural generation techniques and implementing core mechanics in **C++** alongside senior team members.
- **Created low-poly terrain shaders** for a distinct visual style, optimizing the rendering process for over 100,000 meshes using **GPU instancing** under guidance, achieving high performance.
- **Enhanced gameplay fluidity** by assisting with threading for world chunk initialization in **Unreal Engine**, contributing to smoother exploration within large, open-world environments.
- Built a cross-platform **mobile game in Flutter**, ensuring responsive gameplay and UI on Android and iOS. Integrated in-app ads and optimized animations using the **Flame engine**.

SKILLS

- **Blockchain/Web3 Development**
 - **Languages:** Solidity, Rust/Anchor, Move
 - **Frameworks & Tools:** Web3.js, Web3.py, Hardhat, Truffle, Foudry
 - **Blockchain platforms:** Ethereum, Solana, BSC, TON, Sui
- **Game Development**
 - **Languages:** C#, C++, C, Java, Python, GDScript, Javascript, Typescript, Dart

- **Game Engines & Frameworks:** Unity, Unreal Engine, Cocos2dx, Cocos creator, Godot, Phaser.js, Pixi.js, Pygame, Flutter
 - **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
- **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, PostgreSQL
 - **DevOps:** CI/CD (Jenkins, GitHub Actions), Docker, Kubernetes
 - **Cloud Platforms:** AWS, Azure, Google Cloud, Supabase, Firebase
 - **Project Management:** Agile, Scrum, Git, GitHub, JIRA