

DANIEL LOPEZ

GAME DEVELOPER 📍 ORLANDO, FLORIDA, UNITED STATES ☎ 3219602762

◦ DETAILS ◦

Orlando, Florida
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3219602762

Daniellopezdib@gmail.com

◦ LINKS ◦

daniellopezdib.com

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◦ SKILLS ◦

C# Programming

C++ Programming

JS Programming

System Architecture and Design

Game Networking Development

Photon Unity Networking

Unity Engine

Unreal Engine

VR/AR Development

Source Control Systems

Git

Plastic

Jira

Confluence

Lucidchart

Game Design

Technical Documentation

Design Documentation

Testing and Debugging

◦ SOFT SKILLS ◦

Problem Solving

Leadership

Teamwork

Communication

◦ LANGUAGES ◦

English

Spanish



PROFILE

Passionate Game Developer and Designer with a knack for creating immersive video game experiences. Proficient in design, installation, testing, and maintenance of software systems, with expertise in various platforms, languages, and embedded systems. Experienced with cutting-edge development tools and procedures, including Unity and Unreal Engine. Able to thrive in both independent projects and team collaborations, always bringing enthusiasm and creativity to the table.



INTERNSHIPS

Virtual and Augmented Reality Specialist at Full Sail University, Winter Park, FL

March 2020 — April 2021

- Leveraged Photon multiplayer framework in Unity to incorporate advanced multiplayer features into diverse immersive technology initiatives.
- Collaborated on cutting-edge augmented and virtual reality applications, providing mentorship to students and enhancing their learning experience.
- Oversaw the development and deployment of six immersive projects, coordinating with contractors to ensure successful outcomes.
- Participated in the Iron Dev competition, winning 'Most Innovative Solution' for developing a VR-based communication and resource exchange platform during the COVID-19 pandemic, enhancing remote collaboration and resource distribution.
- Developed advanced law enforcement training software using skeleton tracking cameras, enhancing training procedures and effectiveness.
- Contributed to the creation of a VR medical training application for Advent Health, ensuring precise and accurate functionality in collaboration with medical instructors.
- Utilized version control systems (Plastic, Git) to manage project codebases, ensuring seamless collaboration and efficient project management.



EMPLOYMENT HISTORY

Interactive Developer at 302 Interactive, Orlando, FL

February 2022 — Present

- Led the development of a standalone C# application, "Fanport," acting as a server, connecting to NatNet systems and OptiTrack motion tracking cameras, and handling server-related logic for a Unity client application using the UDP networking protocol.
- Served as the key gameplay programmer for "Rolf," a mini golf game with rogue-like mechanics, designing and executing core gameplay elements.
- Leveraged the Photon multiplayer-game development framework in "The Suites," engineering networking features that significantly enhanced real-time interaction and multiplayer functionalities.
- Integrated and developed the 'Ready Player Me' system in "The Suites," ensuring seamless avatar customization and personalization for players.
- Integrated the Agora real-time communication system in "The Suites," introducing voice chat and screen sharing functionalities, thereby enhancing in-game communication and collaboration.
- Played a key role in the development of 'Rogue Rally,' a rogue-like car racing game. Focused on the track generation tool, using Bézier curves for pseudo-random track creation, and implemented advanced collision response mechanics.
- Led the development of a prototype AR toolkit for "Verse Orlando," specifically designed for the HoloLens 2. Utilized image recognition technology to calibrate the virtual space to match the real-world environment, enabling accurate content creation for large rooms.
- Crafted technical design documents and leveraged Lucidchart to visualize complex systems, aiding in understanding and development.
- Upheld robust software functionality and platform compliance through rigorous debugging and meticulous testing practices.
- Fostered cross-functional collaboration to meet project requirements and ensure product satisfaction.



EDUCATION



Bachelor of Science in Game Development, Full Sail University, Winter Park, FL
August 2017 — August 2019

Course Director's Award - Game Architecture



Master of Science in Game Design, Full Sail University, Winter Park, FL
February 2020 — February 2021

Course Director's Award - Asset Management

Course Director's Award - Prototyping and Content Creation

Perfect Attendance Award



REFERENCES



Supervisor: Daniel P. Mapes, Course Director Simulation Environment VR/AR from Full Sail University

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Supervisor: Eric Peterford, Co-owner/Executive Producer from 302 Interactive, LLC.

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