DANIEL LOPEZ DIB

GAME & SOFTWARE DEVELOPER

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LANGUAGES & SKILLS

- C
- C++
- C#
- Java
- .NET
- DirectX
- HTML/CSS
- MySQL
- Unit Testing

ENVIRONMENTS & SYSTEMS

- Window 7,8,10
- Visual Studio
- 2015/2017
- Unity
- Unreal Engine
- Git
- Eclipse
- Maya
- IntelliJ

PROJECT EXPERIENCE

Lead Programmer / Retro Electro | 2D Puzzle Game

- Programmed and Integrated backend player's functionalities that were executed using Unity's Coroutines
- Designed and integrated all the game 's GUI functionalities for our educational and competitive mode
- Integrated specific gameplay core functionalities such as drag/drop, sorting and user input
- Maintained the project's version control using TortoiseGit software
- Wrote and maintained the Game Design Documentation to pitch the game and gave guidance to the project's workflow

Game Developer / Rite of Champions|3D MMORPG

- Responsible for design and develop all networking aspects of the game using Photon 2 a real-time multiplayer game development framework
- Designed and Implemented a robust network architecture for a shared world
- Programmed and integrated custom shaders and post-processing effects for the game using Unity lightweight rendering pipeline
- Designed and programmed game lobby system and UI where players can create and join existing games rooms
- Designed and programmed coop party system UI responsive over the network
- Implemented a monster spawning tool that works on online/offline mode for game designers and developers
- Implemented a player versus player system (PVP)

EDUCATION

Full Sail University, Bachelor of Science in Game Development (August 2019) Winter Park, Fl