Daniel Nunes

Game Programmer and Designer

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Languages	Software
C	Unity
C++	Visual Studio
C#	Tortoise SVN
	Git/GitHub Desktop

Education

Bachelor of Science in Computer Science and Game Design   *08/2019 – 04/2023*
DigiPen Institute of Technology (Summa Cum Laude)

Academic Projects

Solo Developer   *01/2023 – 04/2023*
Grapplania - 2D Platformer (Unity)
- Created the character controller.
- Developed the core mechanic with custom physics via C# scripting.
- Designed the levels for the player to traverse.
- Implemented a unique camera system that emulated standard 2D game cameras.

Gameplay Programmer, Level Designer   *08/2022 – 12/2022*
Not Alone - 3D First-Person Survival Game (Unity)
- Created the character controller (movement and camera).
- Designed the environment the player had to navigate.

Audio Programmer, Front-end Programmer, Producer   *08/2021 – 04/2022*
Dimensional Gears - 2.5D Puzzle Platformer (Unity)
- Integrated the audio middleware Wwise into the Unity project, working with the team's audio designer to ensure their work was properly showcased in the project.
- Worked on many small, front-end tasks in the event other programmers couldn't.

Engine Programmer, Audio Programmer, Producer   *08/2020 – 04/2021*
Grapple Labyrinth - 2D Platformer (Custom C++ Engine)
- Worked on engine development (core engine loop, game state management, collision).
- Assisted in translating designer work to the engine (mainly the game's core mechanic).
- Integrated the audio middleware FMOD into the engine.

Gameplay Programmer   *01/2020 – 04/2020*
Treacherous Totem - 2D Scroller (C Engine provided by institution)
- Developed the character controller (up and down movement and jumping).
- Implemented the many mechanics the player utilizes throughout the game.
- Created several enemy types with unique behaviors.