John Doe

Software Engineer

✉ johndoe@gmail.com   📍 California, Irvine   in linkedin.com/in/johndoe

PROFILE

Experienced software developer in finance industries with knowledge in Cloud and DevOps tools. Passionate game developer with +3 years of experience, using Unity and Godot.

PROFESSIONAL EXPERIENCE

Lead Godot Developer   04/2020 - 10/2022
Buggysoft LLC

- Directed a team of 5 in developing a virtual reality education platform, increasing user engagement by 100% over six month.
- Negotiated with hardware vendors to procure high-quality VR equipment at a 15% cost reduction.
- Devised a custom shader library for Godot, enhacing the visual fidelity for all the studio's game titles.

Unity Game Developer   01/2019 - 01/2020
Etereomax

- Crafted new game mechanics for an upcoming RPG title, which increased projected player retention by 35%.
- Optimized existing codebase leading to a 40% reduction in memory usage, and smoother gameplay experience.
- Initiated a cross-functional workflow with the art team to streamline asset integration

Software Engineer   01/2016 - 01/2019
Some Big Bank

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

EDUCATION

Bachelor in Computer Science   04/2018 - 04/2020
University of California, Irvine

COURSES

Connect and Protect: Networks and Network Security
Google

Concurrency in Go
University of California, Irvine

Gamedev from Zero with Godot 4
GdQuest

SKILLS

- C++
- GLSL
- GdScript
- Git
- Github Actions

- Docker
- Kubernetes
- AWS
- Ansible