David Sotir

Brookings, SD - Email me on Indeed: <u>indeed.com/r/David-Sotir/ad0f952b04447713</u>

Willing to relocate: Anywhere
Authorized to work in the US for any employer

WORK EXPERIENCE

Game Developer
Appleseeds - August 2015 to Present

• 2D Apple catching game with an abundance of unique effects.
• Unity 3D/C# - Mobile (iOS & Android)

Game Developer
Cubic Dimensions - August 2015 to Present

3D game with procedurally generated levels.
• Unity 3D/C# - Mobile (iOS & Android)

Game Developer
Neko Shaft - June 2015 to Present

• 2D Ascending platform game.
• Unity 2D/C# - Mobile (iOS & Android)

Game Developer
No Brain No Gain - September 2015 to December 2015

2D Rubik cube styled puzzle game.
• Unity 2D/C# - Mobile (iOS (http://tinyurl.com/NBNGiOS) & Android (http://tinyurl.com/NBNGAndroid))

Game Developer
36Tee Golf Sim - June 2015 to August 2015

project where you experience real golf courses.
• Unity 3D/C# - Mobile (iOS & Android)

Game Developer
Perfect Pass - March 2015 to August 2015

• 2D Football passing game.
• Unity 3D/C# - Mobile (iOS & Android)

Game Developer
Rave Run - January 2015 to March 2015

2D Rave themed endless runner
Unity 2D/C# - Mobile (iOS & Android)

Game Developer
Asteroid Runner - January 2015 to March 2015

• Endless runner set in space.
• Unity 3D/C# - Mobile (iOS (http://tinyurl.com/AstRuniOS) & Android (http://tinyurl.com/AstRunAndroid))

Game Developer
Midnight in a Perfect World - 2014 to December 2014

• Digital book for mobile devices that utilizes a unique perspective-based camera.
• Unity 2D/C# - Mobile (iOS (http://tinyurl.com/MIAPWiOS)& Android (http://tinyurl.com/MIAPWAndroid))

EDUCATION

B.S. in Computer Game Design
Dakota State University   -   Madison, SD
May 2015

SKILLS

Unity 3D (4 years), C# (4 years), Agile Development