

David NELSON

Senior Game Developer

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📍 Bristol Massachusetts US

📅 October 9th, 1995



PROFILE

Experienced and innovative Game Developer and Designer with over 7 years of expertise in 2D and 3D game development. Specializing in crafting tidy and perfect gaming experiences, I seamlessly blend cutting-edge technology with friendly and intuitive design. Proficient in web and app game development, my clean and efficient coding approach ensures the on-time delivery of high-quality projects. Dedicated to full-stack development, I have successfully designed and implemented modern game architectures. This commitment allows me to provide a holistic approach, crafting seamless and engaging user experiences. Throughout my career, I've maintained a friendly and collaborative mindset, working closely with cross-functional teams to achieve common goals. Whether as a programmer or a designer, I am committed to translating creative visions into reality, delivering exceptional results in every aspect of game development and full-stack programming.

PROFESSIONAL EXPERIENCE

July 2019 –
September 2023
Portland, Oregon, US

Datamatics, Senior Unity Game Developer

- As a Senior Game Developer with extensive expertise, I have successfully led the development of numerous captivating online web games utilizing both Cocos and Unity frameworks.
- Over the course of my career, I have not only contributed significantly to the coding and implementation aspects but also played a crucial role in architecting and designing immersive gaming experiences.
- My proficiency in Unity game development has allowed me to create compelling and sophisticated games, adding a rich layer of interactivity and engagement for players.
- The games I've worked on have garnered widespread interest and enjoyment from a diverse audience, reflecting the successful fusion of innovative design and advanced technical execution.
- Throughout these experiences, I have continuously refined my skills, adapting to evolving industry trends and technologies. My commitment to delivering high-quality, entertaining games has not only enriched my professional journey but has also contributed significantly to the widespread appeal and success of the games developed under my guidance.

November 2017 –
June 2019
Portland, Oregon, US

Plarium, Junior Game Developer

- I dedicated myself to crafting engaging online web games using Cocos, contributing to the dynamic landscape of interactive entertainment.
- Working alongside a skilled Full-Time Developer, I immersed myself in the intricacies of game design and architecture, expanding my expertise and insights within the gaming industry.
- I actively participated in the development process, focusing on coding, debugging, and optimizing game functionalities to ensure a seamless user experience.
- The collaborative environment not only provided a platform for continuous learning but also allowed me to leverage my skills to create web games that resonated with a broad audience.
- Several of these games garnered significant interest, proving to be not only entertaining but also advantageous for the company's success. The experience of developing web games with widespread appeal not only enhanced my technical proficiency but also underscored the importance of user engagement in contributing to the overall success of the company.
- My commitment to delivering compelling gaming experiences played a pivotal role in advancing the company's position within the competitive gaming industry.

June 2016 –
October 2017
Jakarta, Indonesia

Intrepid Pursuits, Junior Web Developer

- I played a pivotal role in developing dynamic and responsive web pages using PHP frameworks.
- Collaborating closely with a seasoned Full Stack Developer, I gained valuable experience in crafting robust and efficient solutions.
- My responsibilities included coding, debugging, and implementing features, contributing significantly to the successful completion of various web development projects.
- Through these experiences, I honed my skills, laying a solid foundation for my journey as a web development professional.



EDUCATION

2012 – 2016
Depok, Indonesia

Bachelor of Computer Science, University of Indonesia

Covers programs related to computer science, information systems, and technology.



LANGUAGES

English





SKILLS

Unity

Cocos2dx

Pixi.js

C#

C/C++

Java

Javascript

Node JS

Python

WebGL

Photon

TypeScript

VueJS

AngularJS

ReactJS

React Native

Docker

Solidity

Defold

DevOps

GraphQL

Socket io

Rust

Golang

Lua

Godot

Phaser

Monogame

TailwindCSS