

# Diana Flores

*Senior Game Developer*

*diana.flores@email.com*

## Professional Summary

Senior Game Developer with over 10 years of experience leading game development teams, designing gameplay architecture, and shipping cross-platform titles in Unity and Unreal. Specializes in AI, multiplayer, and performance optimization.

## Skills

Unity, Unreal Engine, C#, C++, Game Architecture, Multiplayer Networking, AI Behavior Trees, Performance Tuning, Blueprint Scripting, Level Design Scripting, CI/CD for Games

## Experience

Senior Game Developer - NovaForge Interactive (2018 - Present)

- Led technical direction for multiplayer survival game across PC and console.
- Implemented AI-driven NPCs with dynamic decision systems.
- Reviewed codebase architecture and mentored gameplay programmers.

Gameplay Systems Engineer - GameRealm Studios (2013 - 2018)

- Developed gameplay systems and engine tools in C++ and Blueprint.
- Shipped 3 AAA titles with scalable architecture and optimized pipelines.

## Education

M.S. in Game Development, University of Southern California, 2012