

Nandor Handl

Senior Game Engineer

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Senior Game Engineer with over 8 years of experience in the gaming industry, specializing in Unity, Unreal Engine, and Godot. Proven track record of delivering high-quality games and driving successful projects from concept to completion. Skilled in gameplay mechanics, performance optimization, and cross-platform development. Adept at collaborating with multidisciplinary teams and mentoring junior developers. Possesses a strong passion for pushing the boundaries of interactive entertainment and staying abreast of emerging technologies. Committed to delivering exceptional gaming experiences and contributing to the success of innovative game development studios.

Professional Experience

05/2022 – present
San Francisco, CA,
United States

Senior Game Engineer, Gameloft

- Led the development of multiple game projects using Unity, Unreal Engine, showcasing expertise in cross-platform development.
- Implemented, and maintained significant portions of core game systems and tools of game named **Heroes of The Dark** across multiple platforms.
- Assisted with build debugging and deployment across all platforms
- Integrated assets, providing detailed (and proactive) feedback, and taking a hands-on approach to testing, balance, and gameplay.
- Worked closely and cooperatively with the team and the Chief Technical Officer to build great Software.
- Optimized game performance through efficient coding practices, improving frame rates and overall player experience
- Collaborated with the Creative Manager and Lead Designer to iterate and evolve project features, gameplay, and balance on a consistent basis.
- Mentored junior developers, providing guidance and fostering a collaborative work environment.

10/2020 – 04/2022
Austin, Tx,
United States

Game Engineer, Bethesda Game Studios

- Collaborated closely with artists and designers to integrate assets and achieve visually stunning game worlds.
- Developed gameplay mechanics and implemented features of the game named **The Elder Scrolls: Blades**.
- Conducted performance optimizations to enhance game performance on various platforms.
- Analyzed existing project and propose efficient solutions.
- Fixed several bugs with services and upload to app store.
- Developed the client side components for high scalable multiplayer games.
- Actively participated in team meetings, providing insights and suggestions to improve game development processes.

05/2019 – 09/2020
123 Main Street,
United States

Unity Game Developer, Poppy Works

- Implemented clean, readable and reusable code that is well documented.
- Developed and released successful games for multiple platforms, including PC, mobile, and consoles, utilizing Unity.
- Designed and implemented complex game systems, including AI, physics, and multiplayer functionality.
- Collaborated with artists and animators to integrate assets and ensure cohesive visual styles.
- Conducted regular code reviews and provided constructive feedback to improve code quality and maintainability.

- Assisted in defining project requirements, scoping and planning to ensure on-time delivery.
- Conducted performance optimization to achieve smooth and response gameplay experiences.

06/2015 – 04/2017
Wan Chai, Hong Kong

Mobile Game Developer, *Side Quest*

- Analyzed existing code and proposed efficient solutions.
- Cooperated with designers, programmers and testers to bring suggestions from an idea to released future.
- Developed automation test framework and modules in Perl to test and validate the Bluetooth controller functionality.
- Built Android apps with back-end API integration to improve the customer experience and cut down on development time.
- Developed the client side components for highly scalable multiplayer games

Objectives

- Goal-driven and collaborative Game Engineer with a background in software engineering and a strong interest in game development, seeking a position to leverage my skills in game programming, AI, and multiplayer networking to contribute to the success of a forward-thinking game development company.
- Creative and detail-oriented Game Engineer with a passion for designing immersive gameplay experiences, seeking an entry-level position to utilize my skills in programming, game design, and problem-solving to contribute to the development of cutting-edge games.

Skills

Game Development: (Unity(+8 years), UE4(2 years), UE5(+1 year), Godot Engine(+2 years))

Multiplayer: (Unity Multiplayer, Photon Fusion, Mirror, KB engine)

Game Mechanics: (Physics, Animation, UI/UX, PlayMaker)

Version Control System (Git, SVN, Perforce, Plastic SCM)

Scripting: (C#, C++, Blueprint, GDScript, JavaScript, Python)

Platforms: (PC, Console, iOS, Android, Linux, WebGL)

Education

08/2010 – 05/2014
Kowloon, Hong Kong

Bachelor's Degree in Computer Science, *City University of Hong Kong*

Interests

Swimming

Table Tennis

Soccer

Cooking

Mountain Climbing