



BILLY MCDANIEL

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INFORMATION TECHNOLOGY SKILLS

- 7 years experience as a published Unity C# solo indie video game developer
- 20 years PHP/MySQL web application developer with hundreds of clients
- Proficient in C#, Visual Basic, PHP, HTML5, CSS3, JavaScript, jQuery & API Integrations
- Database Administrator: building, optimizing, migrating & repairing MySQL databases
- Databases: MySQL, XML, JSON, Flat-file, CSV, TSV & other delimiter separated values

PROFESSIONAL EXPERIENCE

- Graphic Design in Blender 3D, Photoshop, Illustrator & Spriter
- Word Processing & Spreadsheets with Microsoft Office and Google Docs
- Created a unique Content Management System for managing client web pages
- Developed proprietary Office Management Software for web-based businesses
- Data-mined 100's of thousands of video game sale prices from dozens of online stores
- Recovered millions of fields of lost data from corrupted call center lead / contact sheets
- Programming, modeling, animation, particle systems, sound & music for published games
- Udemy instructor with over 15,000 students for video game development (*4.7 star rating*)
- Published 6 games on Steam with 200,000+ sales on my best-selling game Save Jesus
- Published 3 packs in the Unity Asset Store with plans to deliver 37 more over 3-5 years

RELEASED COMMERCIAL GAMES, ASSETS & COURSES

■ Giant Blobs From Mars	<i>Steam Game</i>	<i>Mar 2021</i>
■ Interior-Only Levels: Classic Dungeons	<i>Unity Asset Store</i>	<i>Mar 2021</i>
■ C# Random 3D Dungeon Generator for Unity	<i>Udemy Course</i>	<i>Mar 2021</i>
■ Exterior-Only Buildings & Props: Farmlands	<i>Unity Asset Store</i>	<i>Dec 2020</i>
■ Core Environment: Great Outdoors	<i>Unity Asset Store</i>	<i>Nov 2020</i>
■ 3D Modeling in Blender 2.8 for Unity	<i>Udemy Course</i>	<i>Aug 2019</i>
■ First Look at Blender 2.8 for Unity	<i>Udemy Course</i>	<i>Jul 2019</i>
■ 2D Rogue-like Random Dungeon Generator	<i>Udemy Course</i>	<i>May 2019</i>
■ Hail To The King	<i>Steam Game</i>	<i>Jan 2019</i>
■ Bully Beatdown	<i>Steam Game</i>	<i>Nov 2018</i>
■ SPRITER 2D Humanoid Character Animation	<i>Udemy Course</i>	<i>Mar 2018</i>
■ Low-Poly Vehicle Design in Blender for Unity	<i>Udemy Course</i>	<i>Apr 2017</i>
■ UV Unwrapping with Blender for Unity	<i>Udemy Course</i>	<i>Feb 2017</i>
■ Zombie Ballz	<i>Steam Game</i>	<i>Feb 2017</i>
■ Save Jesus	<i>Steam Game</i>	<i>Aug 2016</i>
■ Interior-Only Modular Dungeon Level Design	<i>Udemy Course</i>	<i>Jul 2016</i>
■ Caveman World: Mountains of Unga Boonga	<i>Steam Game</i>	<i>Apr 2016</i>
■ Learn Blender 3D Modeling for Unity Games	<i>Udemy Course</i>	<i>Sep 2015</i>

CURRENT WORKS IN PROGRESS

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|---------------------------|--|
| ■ 3D Character Controller | Third-person character controller for Unity developers |
| ■ 3D Model Asset Packs | Massive library of low-poly art for Unity game designers |
| ■ Tabletop Adventures | Dungeons & Dragons emulator / random story-generator |
| ■ Pawnshop Tycoon | 12+ sq km 3D city with 100's of AI & 1,000's of items |