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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, converting & repairing MySQL databases
- Databases: MySQL, XML, JSON, Flat-file, CSV, TSV & other delimiter separated values
- Graphic Design in Blender 3D, Photoshop, Illustrator & Spriter
- Word Processing & Spreadsheets with Microsoft Office and Google Drive
- 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	Steam Game	Mar 2021
■ Interior-Only Levels: Classic Dungeons	Unity Asset Store	Mar 2021
■ C# Random 3D Dungeon Generator for Unity	Udemy Course	Mar 2021
■ Exterior-Only Buildings & Props: Farmlands	Unity Asset Store	Dec 2020
■ Core Environment: Great Outdoors	Unity Asset Store	Nov 2020
■ 3D Modeling in Blender 2.8 for Unity	Udemy Course	Aug 2019
■ First Look at Blender 2.8 for Unity	Udemy Course	Jul 2019
■ 2D Rogue-like Random Dungeon Generator	Udemy Course	May 2019
■ Hail To The King	Steam Game	Jan 2019
■ Bully Beatdown	Steam Game	Nov 2018
■ SPRITER 2D Humanoid Character Animation	Udemy Course	Mar 2018
■ Low-Poly Vehicle Design in Blender for Unity	Udemy Course	Apr 2017
■ UV Unwrapping with Blender for Unity	Udemy Course	Feb 2017
■ Zombie Ballz	Steam Game	Feb 2017
■ Save Jesus	Steam Game	Aug 2016
■ Interior-Only Modular Dungeon Level Design	Udemy Course	Jul 2016
■ Caveman World: Mountains of Unga Boonga	Steam Game	Apr 2016
■ Learn Blender 3D Modeling for Unity Games	Udemy Course	Sep 2015

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 |