



BILLY MCDANIEL

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PROFESSIONAL SUMMARY

Programming in C# & PHP, 3D modeling & animation in Blender, word processing & spreadsheets, building, querying, reconstructing, optimizing and repairing databases, website design, game development, graphic composition, photography, music & video production and creative writing

RELEASED COMMERCIAL SOFTWARE

Giant Blobs From Mars	Self-published & fully developed in a strict 31 day deadline	<i>Feb 2021 - Mar 2021</i>
3 Model Asset Packs	Hundreds of individual 3D meshes per package	<i>Sep 2020 - Mar 2021</i>
Hail To The King	Self-published & fully developed in a strict 14 day deadline	<i>Dec 2018 - Jan 2019</i>
Bully Beatdown	90 minutes of story-based, 2D beat-em-up action game play	<i>May 2017 - Nov 2018</i>
Zombie Ballz	Expanded framework with level editor and additional features	<i>Nov 2016 - Feb 2017</i>
Save Jesus	200,000 units sold with over 1,400 'Very Positive' reviews	<i>Jun 2016 - Aug 2016</i>
Caveman World	First published game developed in a strict 3 month deadline	<i>Feb 2016 - Apr 2016</i>

WORKS IN PROGRESS

3D Character Controller	Complete third person character controller for Unity developers	<i>Sep 2021 - Feb 2022</i>
37 Model Asset Packs	Massive library of low-poly 3D art for Unity prototype game design	<i>Nov 2020 - Ongoing</i>
Tabletop Adventures	Dungeons & Dragons emulator including random story-generation	<i>Jun 2020 - TBA</i>
Pawnshop Tycoon	First Person 3D, hundreds of AI, thousands of items in 12+ sq km	<i>Feb 2020 - TBA</i>

PUBLISHED EDUCATIONAL COURSES

<i>C# Procedural Random Dungeon Generator in Unity 3D & Blender - 6.5 hours (369 students)</i>	<i>Jan 2021 - Mar 2021</i>
<i>Unity 2D Random Dungeon Generator for a Roguelike Video Game - 7 hours (1,172 students)</i>	<i>Apr 2019 - May 2019</i>
<i>3D Modeling in Blender 2.8 for Unity Video Game Developers - 8 hours (1,362 students)</i>	<i>Jul 2019 - Aug 2019</i>
<i>First Look at Blender 2.8 for Unity 3D Video Game Developers - 3 hours (201 students)</i>	<i>Jun 2019 - Jul 2019</i>
<i>SPRITER 2D Humanoid Character Rigging & Animation for Unity - 4 hours (357 students)</i>	<i>Feb 2018 - Mar 2018</i>
<i>Low-Poly Vehicle Design in Blender for Unity Game Developers - 8 hours (737 students)</i>	<i>Mar 2017 - Apr 2017</i>
<i>Learn UV Unwrapping with Blender for Unity 3D Game Design - 9 hours (1,441 students)</i>	<i>Jan 2017 - Feb 2017</i>
<i>Blender for Unity Interior Only Modular Dungeon Level Design - 10.5 hours (427 students)</i>	<i>Jun 2016 - Jul 2016</i>
<i>Learn Blender 3D Modeling for Unity Video Game Development - 11.5 hours (11,665+ students)</i>	<i>Aug 2015 - Sep 2015</i>

WORK HISTORY

Online Teacher	https://www.udemy.com/user/billymcdaniel/	<i>Nov 2015 - Current</i>
I currently have over 15,000 online students for video game development with 10 full courses on Udemy.		
Game Developer	https://www.almighty-games.com/	<i>Nov 2015 - Current</i>
My top selling game Save Jesus sold more than 200,000 units. I have published a total of 6 games on Steam.		
Web Developer	https://www.downeastdesign.com/	<i>Jun 1995 - Jun 2015</i>
I created my own Content Management System which I used to maintain customer's websites for 20 years. I also designed proprietary Office Management Systems which clients used to conduct online business. Automatically populate databases through the practice of Datamining content.		

REFERENCES

William Danton	Danton Enterprises - CEO	<i>(207) 450-8846</i>
Robert Hayward	Website client - Owner of furniture store & www.fisherjames.com	<i>(207) 282-6181</i>
Alex Mouzas	Website client - Owner of pagingo.com and smartlites.com	<i>(207) 502-4477</i>
Brenda Paquette	Website client - Owner of angelguidedhands.com	<i>(207) 282-5228</i>
Andy Weekes	Programming colleague - Professional QA Engineer	<i>(720) 742-7398</i>