BM 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
- Database Familiarity: MySQL, XML, JSON, Flat-file, CSV, TSV & other delimiter seperated va
- 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

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