BM BILLY MCDANIEL

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Las Vegas, NV 89118

INFORMATION TECHNOLOGY SKILLS

■ 7 years experience in C# for game development in Unity ■ 20 years in PHP web applications & database administration ■ word processing & spreadsheets ■ graphic design ■

LANGUAGES ■ Proficient in C# ■ Visual Basic ■ PHP ■ HTML5 ■ JavaScript ■ jQuery ■ CSS3 ■

DATABASES ■ MySQL ■ XML ■ JSON ■ Flat-file ■ CSV, TSV & other delimiter seperated values ■

RELEASED COMMERCIAL SOFTWARE

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

PUBLISHED EDUCATIONAL COURSES

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

WORKS IN PROGRESS

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

WORK HISTORY

Online Teacher *https://www.udemy.com/user/billymcdaniel/* *Nov 2015 - Current*
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/* *Nov 2015 - Current*
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/* *Jun 1995 - Jun 2015*
I created my own **CMS** and **OMS** systems which I used to maintain customer's websites for 20 years.

REFERENCES

William Danton	Danton Enterprises - CEO	*(207) 450-8846*
Andy Weekes	Programming colleague - Professional QA Engineer	*(720) 742-7398*