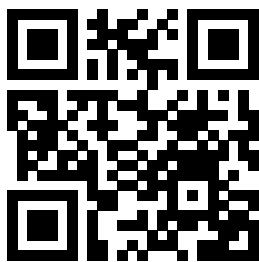


David Clark — Game Developer



Senior
California, USA
4 500 - 6 000 \$ (дол/мес)
Полная занятость
Удаленная работа
Релокация
Контакт: geeklink.io/cv-95355



Навыки

Android Studio, C/C++, C#, canvas, Cocos, Cocos2dx, Docker, Express, GameSalad, Java, JavaScript, KBEEngine, Kotlin, MongoDB, nodejs, PhaserJS, Python, React.Native, ReactJS, SmartFoxServer, Socket io, TypeScript, Unity, VUEJS.

Опыт работы

• Messhof

2020 - 2022 - Senior Game Developer

- Leading and coordinating development teams, providing guidance and direction.
- Developing Cocos Creator games with high qualities.
- Evaluating and integrating third-party plugins and libraries to optimize development time.
- Solving complex technical challenges, such as network synchronization and real-time multiplayer.
- Contributing to the overall game design, including mechanics, monetization strategies, and player engagement.

• Campo Santo

2017 - 2018 - Game Developer

- Taking ownership of specific gameplay features and implementing them from start to finish.
- Optimizing game performance and addressing memory management issues for a smoother experience.
- Mentoring and guiding junior developers, sharing knowledge and best practices.
- Collaborating closely with designers and artists to ensure the realization of their creative vision.
- Identifying and implementing solutions to enhance gameplay mechanics, controls, and user experience.

• Amplitude Studios

2013 - 2015 - Junior Game Developer

- Assisting senior developers in implementing game mechanics and systems.
- Collaborating with artists and designers to integrate assets and implement visual effects.
- Debugging and troubleshooting issues to ensure smooth gameplay experience.
- Participating in code reviews and learning from feedback to improve coding skills.
- Keeping up with industry trends and exploring new features and tools in Unity and Cocos.

Образование

• Bachelor of Computer Science

University of Pennsylvania
2010-2013

Обо мне

As a senior game developer with 9 years of experience, I specialize in Unity and Cocos game engines, utilizing C# and JavaScript. With a track record of delivering successful projects on time, I excel in both gameplay programming, optimizing performance and cross-platform compatibility. I try to push the boundaries of game development to create exceptional gaming experiences.