

# Daniel Lopez

GAME DEVELOPER

## Details

Winter Park  
United States  
3219602762  
[Daniellopezdib@gmail.com](mailto:Daniellopezdib@gmail.com)

## Website

[Daniellopezdib.com](http://Daniellopezdib.com)

## Skills

C++  
C#  
HTML  
CSS  
JavaScript  
Unity Engine  
Unreal Engine  
Photon Unity Networking  
Game Design Documents  
Systems Design  
Jira  
Git  
Unit Testing  
VR/AR Development

## Languages

English

Spanish

## Employment History

### VR/AR Developer, Mixed(Up) Realities, Winter Park

FEBRUARY 2020 – FEBRUARY 2021

- Collaborated with the Course Instructor on projects and classroom tasks at the Full Sail University Virtual and Augmented Reality labs.
- Assisted students with debugging and problem-solving for VR/AR development assignments and projects.
- Helped with the development of 6 VR/AR projects Full Sail has undertaken from independent contractors by mediating developer needs and resources.

## Professional Experience

### Game Developer | Rite of Champions | 3D MMORPG

2019

- Responsible for the design and development of all networking aspects of the game using Photon a real-time multiplayer game development framework
- Designed and Implemented a robust network architecture for a shared world
- Programmed and integrated custom shaders and post-processing effects for the game using Unity lightweight rendering pipeline
- Implemented a monster spawning tool that works on online/offline mode for game designers and developers

### Technical Designer | Medical Command Center | VR

2020

- Worked closely with the artists for asset implementation into the engine
- Developed player lobby and hub for avatar selection and customization
- Developed core networking features for multiplayer using Photon Unity Networking
- Responsible for project asset management
- Developed a tool for the artists to tweak the environmental values of the game scene

### Lead Game Developer | Project C | Dungeon Crawler

2020

- Designed and developed the player controller and combat systems of the game.
- Responsible for the development of the enemy combat systems and AI
- Responsible for the assets management of the project
- Implemented animation states and coded different animation states for player and enemies
- Responsible for game integration using git as source control
- Diagnosed and successfully fixed various bugs

### Lead Developer | Nurses Trainer Advent Health| VR/AR

2021

- Responsible for mediating with the contractor to ensure the desirable features for the project
- Responsible for the system design and development of the core networking features
- Developed and implemented all the user interface features of the project

## Education

### Bachelor of Science in Game Development, Full Sail University, Winter Park

AUGUST 2017 – AUGUST 2019

### Master of Science in Game Design, Full Sail University, Winter Park

FEBRUARY 2020 – FEBRUARY 2021