INDIE GAME DEVELOPER

DANIEL KIRWAN

GET IN CONTACT

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GitHub: https://github.com/danielkirwan

PERSONAL PROFILE

Highly enthusiastic, flexible and reliable individual, who can provide high quality output either individually or as part of a larger team. Forward looking, able to research and create bespoke projects looking for a new challenge.

GAMES RELEASED

DangryRun: Android only Endless runner in a cartoon 3D world
Space shooter: 2D space shooter game
The Departure: Windows only walking sim

EDUCATION

CITY, UNIVERSITY OF LONDON
First Class BSc Computer Science with Game Technology, 2020

AREAS OF EXPERTISE

- Problem solving & debugging
- HTML, CSS, JavaScript
- C#
- Knowledge of C++
- Self-motivated
- Working to deadlines
- Unreal engine
- Unity engine
- Playing games

WORK EXPERIENCE

GAME PROGRAMMER & LEVEL DESIGNER
DangryGames | 2020 – Present (self-employed)
- 3D narrative in Unity and C#
- 3D endless runner in Unity and C#
- 2D space shooter in Unity and C#
- 3D stealth game in Unity and C#

INTEGRATION SUPPORT
Adyoulike | 2017 – Present
- Troubleshooting integration issues with clients
- Designing clients native ad units
- Advise clients on the best way to increase revenue
- Provide advice to clients with integration issues

FACILITATOR
Redbridge College | 2014 – 2016
- Plan and deliver engaging lessons
- Liaise with senior lecturers about students progress
- Improve students English and Maths skills

OTHER SKILLS

- Planning and time management
- Designing
- Punctual
- Communication
- Flexible
- Collaboration
- Source control
- Jira/Confluence
- Trello

HOBBIES

Reading, computer games and football.

PROJECTS

My final year project was created in Unity using C#. It is a networked zombie game that includes a simple quest for the players to complete and some very simple AI that chase the player at a certain range. Players also have a way to escape the enemies by building walls and ramps to block or climb higher. Download and try the project at: https://dangrygames.co.uk/about

2D space shooter created in Unity: https://dangrygames.itch.io/2d–space–shooter

2D CV created in Unity: https://dangrygames.itch.io/2d–cv

3D stealth game focusing on cutscenes and camera movement created in Unity: https://dangrygames.itch.io/the–great–fleece

GAME DEV HQ MODULES

The Professional Unity Developer Program from GameDevHQ delivers career-ready software engineers. The program focuses on using game development as a gateway to software engineering. Students who successfully complete this program are qualified for junior-mid-level software engineering roles for the games industry and beyond.

After completing our curriculum, our students are able to do the following:

• Develop and improve various game systems (AI, UI, tools, etc.)
• Code core systems and gameplay mechanics
• Implement game features and systems in Unity/C#
• Architect event-driven systems
• Experienced with Agile development
• Experienced with Git/Github
• Experience publishing multiple game titles
• Work well with designers and artists

C# concepts mastered include the following:
• Classes
• Static Types
• Enums
• Dictionaries
• Abstract Classes and Interfaces
• Delegates and Events
• LINQ
• Game Programming Design Patterns
• Scriptable Objects
• Unity Web Requests

All projects created by the student in this program demonstrate a high-level mastery of the Unity platform as well as the full software development life cycle. The curriculum completed includes the following:

• 2D Vertical Shooter
• 2.5D Platformer
• First-Person Shooter
• 2D Mobile Game Development
• Augmented Reality
• Enterprise App solutions with AWS Integration
• Unity Profiler and Optimization