



INDIE GAME DEVELOPER

DANIEL KIRWAN

GET IN CONTACT

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Medium: <https://danielkirwan.medium.com/>

Website: www.dangrygames.co.uk

GitHub: <https://github.com/danielkirwan>

Games: <https://dangrygames.itch.io>

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.

AREAS OF EXPERTISE

- Problem solving & debugging
 - HTML, CSS, JavaScript
 - C#
 - Knowledge of C++
 - Self-motivated
 - Working to deadlines
 - Unreal engine
 - Unity engine
 - Playing games for 30 years
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OTHER SKILLS

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

GAMES & TOOLS RELEASED

DangryRun: Android only Endless runner in a cartoon 3D world

Space shooter: 2D space shooter game

The Departure: Windows only walking sim

Object pooling tool

EDUCATION

CITY, UNIVERSITY OF LONDON

First Class BSc Computer Science with Game Technology, 2020

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#
- Object pooling tool for Unity

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

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.

2D space shooter created in Unity:
<https://dangrygames.itch.io/2d-space-shooter>

3D walking sim created in Unity:
<https://dangrygames.itch.io/the-departure>

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>

Object pooling tool for use in Unity:
<https://dangrygames.itch.io/unity-simple-object-pooling-tool>

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