

# Daimen Paquin-Nault

## Game Designer & UI Engineer

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## SKILLS

- ❖ ~6 yrs Game Production Experience
- ❖ Strong Interpersonal Skills
- ❖ Strong Client-Facing Relations
- ❖ Scrum, Waterfall, and Agile Development
- ❖ Desire to Learn & Self-Motivated
- ❖ Positive & Constructive Team Member
- ❖ Interests in Typography and Animation
- ❖ Unity Game Engine
- ❖ C# Scripting
- ❖ Figma, Jira, Trello, and Notion
- ❖ GitHub, Jenkins, and Postman
- ❖ Source Control (Plastic SCM / GIT)
- ❖ JetBrains Rider IDE
- ❖ Affinity Photo & Design

## PROJECTS

### **BAPBAP // Frontend Engineer, UX Designer // Oct. 2023 - Present**

Unity3D // Steam, Web // BAPHQ

- Onboarded onto a mid-development project, working in their code architecture and existing interfaces.
- Translated mockups, wireframes, and art assets into the engine to implement player facing UI.
- Worked directly with 2D Artists and leadership to map out the UX flow of the player experience.
- Collaborated with back-end engineers to connect webhooks and back end data to the front end.

### **Skator Gator 3D // Level & Systems Designer, Engineer, QA Management // Nov. 2021 - Mar. 2023**

Unity3D // Steam, Xbox // Weathered Sweater

- Prototyped original gameplay systems, and iterated on player metrics and game design.
- Programmed frontend UI, in-game HUD, gameplay feedback, and more alongside other engineers.
- Designed many of the levels in the final game, and helped iterate on levels designed by peers.
- Managed QA sessions with testers, documented feedback, and iterated on gameplay based on findings.

### **Curriculum Associates Learning Games // Frontend Engineer // Oct. 2021 - Jan. 2023**

Unity3D // Android, iOS, Web // Client Contract (through Weathered Sweater)

- Worked with the client and a team of developers to create games for student learning activities.
- Participated in code reviews, iterated on code based on feedback and design changes.
- Worked closely with the client and designers to find solutions to problems, and implement UI/UX changes.

### **Headmaster: The Lost Lessons // Level Designer, Community Manager // Sept. 2019 - Apr. 2020**

Unity3D // Steam, Oculus, PSVR // Frame Interactive

- Designed & programmed several levels for DLC of the Headmaster base game.
- Responsible for Steam Store DLC release, including Steam Media Assets and Build Depos.
- Took on Producer Role, organizing tasks, scheduling of milestones, and roadmapping future content.

## EDUCATION

### **Champlain College, Burlington, VT - B.S. in Game Design**

(4 years) August 2014 - May 2018

- Studied in Montreal under the guidance of professionals from Ubisoft & Eidos Montreal.
- Orientation Leader, Dean's List, Student Activity Programmer, and National Honors Society.
- Esports Coach & Manager, Founder of Champlain College Varsity Overwatch Team.