

Daniel Praymayer

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Technical Skills

- **5 years Unity/C#** with Visual Studio and Git
- Well versed in Blender, Audacity, Gimp and Adobe equivalents
- Familiar with VBA, CSS, Unreal Editor
- Working knowledge of Atlassian Bitbucket, SourceTree, Confluence and Jira

Relevant Experience

Unity Developer, Adknown Inc.

January 2019 – January 2020

- Developed/**published 20 games** on Google Play, Apple App Store.
- Programmed gameplay and extended base infrastructure for additional functionality. Concepted and implemented all menus and HUD. Balanced AI/in-game missions/in-game shop item prices/progression. Created or modified all visual/audio assets to increase overall cohesion. Created promotional materials for respective store pages.
- Collaborated with other team members for the use of planning or adapting structures to serve the core experience.

Game Design Intern, Little Guy Games

January 2017 – May 2017

- Worked on **unreleased free-to-play mobile title** in Unity (C#). Added features where possible and prototyped opportunities.

Distribution Analyst, Home Hardware

July 2016 – August 2016

- Through client interviews and observation, developed a tailor-fit data aggregation tool for 30 performance indicators, that brought processing time down from eight hours to one
- Created a warehouse simulation in Unity (C#) to illustrate the decisions that ultimately generated the aforementioned data ([Sample available on Youtube](#))

Education

Bachelor of Game Design, Sheridan College

September 2014 - April 2018

- Final year of college was devoted to single 8-month project, which was shown at provincial events (EGLX, Toronto's Level Up), and [published on Itch.io](#). I coded AI and UI systems in C#.
 - A driving force on the game design for interaction and gameplay loop management systems, coding the AI and interface to encourage user engagement
 - Collaborated with my team of 6 others in ensuring a unified vision.
- Created [a small PC game](#) on my own time with a friend.
- Self-published 3 small mobile apps on the [Google Play store](#).