Daniel Mullins

Game Designer

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TECHNICAL SKILLS

- Design – Level Building, Missions, User Interfaces
- Scripting (Kismet) – Interactive Events, Camera Animation, Prototyping
- Programming (C#) – User Interfaces, Modular Systems, Logic
- Game Engines – Unity (3, 4, and 5), Unreal (UE3 and UE4)
- Project Management – Jira, Confluence, Perforce

PROFESSIONAL EXPERIENCE

Simulation Designer, CompTIA (Contract)   September 2016 – Present

Building games to teach users how to learn beginner to advanced hardware and computer knowledge

- Creating virtual reality applications for marketing and advertising demonstrations
- Translating CompTIA's certification programs into fun, interactive software
- Subject matter expert collaborating with project managers and product owners

Lead Game Developer, Creative Veteran Productions   December 2015 – September 2016

Project lead on three government projects with budgets ranging from $500,000 to $1m+

- Managed multiple project teams successfully shipping several multi-platform games
- Developed modular components shared between games e.g. navigation, character controllers, camera collision, animation controllers
- Drafted user interfaces and developed a framework allowing developers easy access and extendibility

Unity Developer, Comcast (Contract)   October 2015 – December 2015

Created 3D apps for the Atlanta Braves stadium opening in 2017 and a customer care app, both $1m+ projects

- Designed and built a 3D environment featuring characters from a popular Universal Pictures franchise
- Managed and hired contractors to fill gaps in production

Development Manager, Atlatl Software   May 2014 – July 2015

Shipped eight simulations and product visualizers ranging from $250,000 to $1m+ budgets

- Managed art and development departments while leading small project teams
- Developed modular systems designed to easily adapt to new projects
- Collaborated with the UI Lead to flesh out and integrate a new framework into all existing projects

Game and Level Designer, Emotional Robots Inc.   July 2010 - January 2014

Created six levels for *Warm Gun* and *Carnival of Bullets*, which received over 250,000 app store downloads

- Utilized Unreal and Unity to build and iterate levels, and implement interactive events
- Created and maintained numerous art, design, and technical documents for team members
- Game products received industry awards and achievements for innovation and quality

EDUCATION

University, Savannah College of Art and Design, Savannah, GA   March 2006 - May 2009

- BFA, Interactive Design and Game Development