

Jeremy Danger Dean - Certified Unity3D Game Developer

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EXPERIENCE

Over 4 years of experience working in Unity3D developing app and game components and over 20 years of overall experience in Software Development in C#, Web and Windows development.

CERTIFICATIONS - Certified Associate Game Developer

UNITY3D DEVELOPMENT SKILLS

- Experience using navmeshes for complex NPC navigation traversal with regard to colliders, rotation locking, carving and performance.
- Working knowledge of UV unwrapping, texture painting in regards to games and performance.
- Understand the differences between operating systems and platforms in order to plan for performance limitations, ensuring positive gaming experiences regardless of platform.
- Comfortable using third-party assets like Opsive, RPG Builder, Synty, Map Magic, Dungeon Architect and more
- Experience writing solid Unity functions for downloading and uploading files to external servers using custom code with realtime UI feedback.
- Understand the differences between realtime and baked lighting techniques and the costs and benefits between them.
- Familiarity with importing 3D models with animations from third party applications such as Blender and Maya and the process of using state machines to allow Unity to call those animations through script.
- Knowledge of particle systems and how combining them to create complex effects benefit gameplay experience with regard to performance.
- Experience creating audio sources, audio groups and mixers to create complex audio effects during gameplay.
- Can connect to custom web api's to download and upload data to and from databases and blockchains.
- Experience using Cinemachine to create multitrack timelines capable of controlling cameras and sending data to game objects to create perfectly timed cinematics.
- Understand the importance of UI to enhance user experiences
- Comfortable animating vectors with regards to delta time and 3D space.
- Experience using GPS to create location-based games and adventures using a mobile device.
- Experience combing AR Kit and GPS to place 3D models in real world space
- Experience using AR Kit to create image targets that trigger events and instantiate overlays and animations when predefined images are detected and recognized.
- Intermediate skills in VR, Oculus Quest and third party assets like VR Interaction Framework to create virtual environments with regard to common issues like unnecessary camera movements, performance limitations and texture optimization.

WEB 2 DEVELOPMENT SKILLS

- Advanced skills in the Microsoft C# programming language with git integration.
- Extremely comfortable with various technologies such as web services, window services, Bootstrap, JQuery, .NET Remoting, XML Serialization and Deserialization, IIS configuration, multi-tiered application architectures, XML-based code commenting practices for documentation generation, multi-threading, forms authentication, etc.
- Advanced skills in the latest Microsoft SQL Server technologies. Able to create complex relational data structures and configure SQL to maintain data integrity by use of constraints, triggers, stored procedures, transaction rollbacks, and cascading deletes.
- Skills in .NET and SQL to create data driven online applications such as login accounts, shopping

carts, search engines, email forms, guest books, database page trafficking, credit card processing, and database management tools and much more.

- Extensive HTML5 hard code background. Graphic mapping, forms, frames, tables, etc.
- Modification and implementation of JavaScript to responsive pages, special effects, form mailers, drop down menus, form validation, etc.
- Proficient in web graphic design using the latest versions of Photoshop. Expert usage of Adobe tools: Photoshop, Illustrator, as well as other graphics, media and animation suites such as VUE, Adobe Premiere, Adobe After Effects, etc.
- Fast and accurate web content development. Type 80 WPM with excellent skills using web editor tools such as Visual Studio 2008 and above, Adobe Acrobat to convert DOC, TXT, RTF, or other files to HTML, PDF, etc.
- Very skilled in current standards of web design and web technologies in order to produce professional quality websites with low download times. Skilled in web site maintenance for link assurance, debugging, etc.
- Skilled in ensuring high rankings with all search engines by creating high prominence levels using keywords in meta-tagging, graphic mapping, content, URLs, and html tagging, and more.
- Troubleshooting skills for web design structure in all Windows platforms and in the Windows Internet Explorer, Chrome and Firefox browser environments.
- Content management for sites that exceed 1,000 web pages, with multiple user security roles, object management, frameset management, and much more.

WEB 3 DEVELOPMENT SKILLS

- Built complete blockchain network and mining app using C# from scratch
- Understand the importance of blockchain security by using blockchain validation such as genesis block validation, chain length validation and difficulty jumping validation.
- Understand the concept of a single block and the necessary components for general blockchain stability and functionality
- Experience implementing P2P network applications utilizing WCF services using the Client/Server and "Pub/Sub" programming patterns
- Able to implement complex rules that determine the constant evolution of difficulty between each mined block in the blockchain.
- Familiar with blockchain hacking concepts such as difficulty jumping and the 51% hack.

ART PORTFOLIO

- Digital concept art for games and virtual worlds using Photoshop.
 - Please visit: DangerDean.ArtStation.com for a complete portfolio.

EMPLOYMENT HISTORY

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|--------------------------|--|
| 06/2022 - PRESENT | <u>Nexaverse Worlds</u> - Temecula, CA
Engineered back-end RESTful API services to facilitate dynamic accounts, Photon Network rooms, world data for procedural generation and more. Also designed front levels, navmesh functions, AI tasks using GOAP techniques and more. This project is currently in development. (Website) |
| 12/2018 - 06/2022 | <u>Danger and Mayhem</u> - Temecula, CA
Designed, developed and maintained a mobile and location-based puzzle adventure game that takes place in the downtown Temecula, CA area. This game was created from scratch using Unity3D. |
| 07/2017 - 12/2018 | <u>Comic Rebel</u> - FREELANCE
Created a comic book reader app utilizing in-app purchasing capable of downloading comics from a web server and allowing users to read them in a |

reader app. ([Demo Video](#))

- 03/2016 - 07/2017** [The Global Martial Arts Academy](#) – An online martial arts school with custom payment functionality, subscription services, admin configuration sections, video display, security with permissions and roles, a ticketing system for custom sign ups, integrated discussion forms from scratch, settings pages, profile pages, and much more. (*Letter of recommendation available upon request*)
- 01/10 - 2015** **Self Employed** - Winchester, CA - FREELANCE
Continued work doing freelance web development and Windows application development for start-up businesses using Microsoft's .NET (C#) and SQL.
- 5/10 - 12/10** **Konica Minolta** - Long Beach, CA - CONTRACT
Was part of a development team for creating and maintaining a web application capable of filling and configuring print orders.
- 10/05 - 11/09** **NADA Guides** – Costa Mesa, CA – FULL TIME
Was part of a development team that focused heavily on creating dynamically generated web pages built from a database that could perform for an audience of over 1 million page views per day.
- 7/05 - 10/05** **Smart Home** – Irvine, CA – CONTRACT
Part of a development team that develops and maintains in-house web and windows applications in C#, ASP, ASP.NET and VB6.
- 3/01 - 7/05** **Word & Brown Insurance Administrators** – Orange, CA – FULL TIME
Have played an integral part in the development and maintenance of several web site and Windows forms related projects involving various technologies.