

DANIEL MACCORMICK, Game Developer

 dmaccormick@hotmail.com

 www.github.com/dmaccormick

 Halifax, Nova Scotia, Canada

 www.danielmaccormick.com

 www.linkedin.com/in/daniel-maccormick

Highlights of Qualifications

- 5 years of professional C# experience making games and mods, primarily with Unity
- Strong C++ skill developed from taking courses, creating games, and writing DLLs
- Passionate independent game developer, creating and releasing games for fun as a hobby
- Strong networking skills from creating multiplayer Among Us mods and All Out games
- Proven experience refactoring and optimizing games for performance and maintainability
- Excellent communication skills honed through publishing research articles and a thesis

Education

Master of Computer Science

May 2019 – April 2021

Ontario Tech University, Oshawa, ON

- Specialization in Digital Media with a published written thesis and research project
- Awarded **Canada Graduate Scholarship (CGS-M)** in 2019
- Awarded **Ontario Graduate Scholarship (OGS)** in 2019 (declined due to CGS-M) and 2020
- Graduated with perfect cGPA of 4.3 / 4.3

September 2015 – April 2019

Bachelor of Information Technology (Honours) – Game Development and Entrepreneurship

Ontario Tech University, Oshawa, ON

- Minor in Game Programming
- Graduated summa cum laude with cGPA of 4.13 / 4.3
- Awarded **Best 3rd Year Game and 1st Place Capstone Project**

Top Relevant Work Experience

Game Developer, All Out

April 2025 - Present

- Develop and maintain cross-platform live multiplayer games in a custom C# engine
- Suggest design improvements and refine the game as a solo developer throughout its cycle
- Took Mob Battle  from an initial design all the way to a fully released live-ops project

[Independent] Project Manager / Lead Programmer, Rubber Ducks

May 2020 – Present

- Prepare sprints and manage task backlogs to ensure projects release on schedule
- Manage and troubleshoot Git repositories so all code is pushed and merged smoothly
- Spearhead development of gameplay logic in C# while directing other programmers
- Design and develop Unity editor tools in coordination with other team members

Software Developer, DoubleJump Games

May 2023 - April 2025

- Created fully networked multiplayer Among Us mods in Unity for content creators
- Took full ownership of a mod's development throughout its 2-4 week lifecycle
- Performed troubleshooting and made live changes as requested during recording sessions

Gameplay Programmer, Budge Studios

September 2021 – April 2023

- Wrote performant and maintainable C# code for live service child-friendly mobile games
- Utilized Unity's addressable system to load and unload objects in a performant way
- Identified, presented, and prioritized improvements to workflow and code structure

Top Relevant Projects

All Out Games 🔗 – Games created for YouTube content creators	April 2025 - Present
• Create multiplayer games for the All Out platform, such as Mob Battle and Red Sun	
• Work with YouTube content creator partners to directly tailor the games for their content	
Among Us Mods 🔗 – Custom mods for YouTube content creators	May 2023 - April 2025
• Created custom mods for Among Us, with greatly varying scopes and gameplay styles	
• Developed mods directly alongside content creators and integrated their change requests	
Shape Shooter 🔗 - Jingle Jam 2024 Submission	December 2024
• Integrated core gameplay functionality with scaling in mind, allowing for easy expansion	
• Created a configuration tool to allow for tweaking the gameplay experience live	
Paw Patrol Rescue World 🔗 – Live Service Global Mobile Game	September 2021 - April 2023
• Implemented new gameplay interactions fully from prototype to release in C# with Unity	
• Identified areas of technical debt and prioritized fixes to keep codebase healthy	
• Solely responsible for migration of project from legacy dependencies to modernized ones	
Hot Wheels Unlimited 🔗 – Live Service Global Mobile Game	January 2023 - April 2023
• Created core setup for the Endless Mode, including setting up the level generation	
• Integrated track modification based on XML and JSON configs, allowing for live tweaking	
ORB:IT 🔗 – Mobile Game Released on <u>iOS</u> and <u>Android</u>	August 2022
• Constructed core systems in C# with Unity, prioritizing performance on mobile devices	
• Directed ad integration and mobile deployment, successfully launching on both platforms	
Echo / Echo+ 🔗 – Master's Thesis Project for Games User Research	May 2019 – April 2021
• Devised and built novel tool in C# with Unity to analyze and evaluate gameplay sessions	
• Evaluated tool and improved it with participant feedback, resulting in published articles	

Top Relevant Publications

Echoing the Gameplay: Analyzing Gameplay Sessions Across Genres by Reconstructing Them from Recorded Data [🔗](#)

- Created Echo, a user-facing tool for analysing multiple gameplay sessions at once

SuBViS: The Use of Subjunctive Visual Programming Environments for Exploring Alternatives in Game Development [🔗](#)

- Created SuBViS, a C++ tool for Unreal Engine Blueprints that adds alternatives

FRVRIT: A Tool for Full Body Virtual Reality Game Evaluation [🔗](#)

- Created and evaluated FRVRIT, a Unity tool for analyzing VR gameplay sessions

Extracurriculars

- **Halifax Indie Devs Play and Tell**
- Hand Eye Society IDM Fund: Futures Forward 2022
- **Indie Game Jams:** TOJam, Ludum Dare, Kenney Jam, GMTK Game Jam, Indie Tales Jam, Global Game Jam, Brackey's Game Jam, OTU Game Jam (**1st Place**)
- **Conferences:** HCII, CHI PLAY, MIGS, FDG, Game UX Summit, OIGS
- Member of Ontario Tech Game Programming Club and Game Dev Society

References available upon request