

# DANIEL MACCORMICK, Game Developer



dmaccormick@hotmail.com



www.github.com/dmaccormick



Halifax, Nova Scotia, Canada



www.danielmaccormick.com



www.linkedin.com/in/daniel-maccormick

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## 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

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## 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 3<sup>rd</sup> Year Game** and **1<sup>st</sup> Place Capstone Project**

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## 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

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## 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 iOS and Android **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

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## 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

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## 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 (**1<sup>st</sup> 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