# **DANIEL MACCORMICK**, Generalist Unity Programmer

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#### **Highlights of Qualifications**

- 8+ years of using C# and Unity while working as a hobbyist and as a professional
- Self-starter with excellent time management skills defined via an individual thesis project •
- Excellent technical writing and presentation skills from presenting to key client stakeholders, writing technical papers, and disseminating research at conferences
- Passionate developer always trying to expand skillset and seek new challenges •
- Knowledge of development processes for releasing live service Android and iOS games
- Understanding of how to maintain and incrementally improve legacy code developed through working on large-scale live service products
- Acute understanding of version control developed by using SVN, Git, and Mercurial (Hg)

#### Education

#### Master of Computer Science

Ontario Tech University, Oshawa, ON

- Specialization in Digital Media with a completed 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

**August 2022** 

October 2021

May 2019 - April 2021

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, 1st Place Capstone Project

#### **Top Relevant Projects**

Among Us Mods @ – Custom mods for YouTube content creators May 2023 - Present

- Create custom mods for Among Us, with greatly varying scopes and gameplay styles
- Develop mod directly alongside content creators and integrate their change requests live •

Paw Patrol Rescue World @ - Live Service Global Mobile Game September 2021 - April 2023

- Implement new gameplay interactions fully from prototype to release in C# with Unity
- Identify areas of technical debt and suggest and prioritize fixes to keep codebase healthy

#### **ORB:IT** *O* – Mobile Game Released on <u>iOS</u> and <u>Android</u>

- Constructed core systems in C# with Unity, prioritizing performance on mobile devices
- Directed ad integration and mobile deployment, successfully launching on both platforms

#### **Soul-O** *O* – Fully Released Online Game With 40 Levels

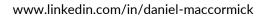
- Singlehandedly programmed logic in C# with Unity, while also co-designing levels and UI
- Released with a non-exclusive license on <u>Armor Games</u> as well as on <u>itch.io</u>

#### **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 Echo+

# www.danielmaccormick.com

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# **Work Experience**

# Software Developer, DoubleJump Games @

- Create fully networked multiplayer Among Us mods in Unity for content creators
- Take full ownership of a mod's development throughout its 2-4 week lifecycle •
- Perform live troubleshooting and make changes as requested during recording sessions

#### [Hobbyist] Project Manager / Lead Unity Programmer, Rubber Ducks @ May 2020 – Present

- Prepare sprints and manage task backlogs to ensure projects remain on schedule
- Manage and troubleshoot Git/Hg 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 •

# Gameplay Programmer, Budge Studios Ø

- Write performant and maintainable C# code to create new activities and interactions
- Collaborate with multidisciplinary team to ensure design intents are faithfully constructed
- Identify, present, and aid prioritization of improvements to workflow and code structure
- Support project maintainability through code standards and clear commit logs in SVN •

# **Teaching Assistant, Ontario Tech University**

- Utilized C++, OpenGL, and Unity knowledge to troubleshoot student issues
- Assisted coordinator with grading of deliverables and management of students
- Lead workshops on game development concepts to guide undergraduate students

# Contract Researcher and Developer for Corporation (NDA)

- Worked with clients from multimillion dollar corporation to understand their needs •
- Designed and developed web-based training tools to ensure requirements were satisfied
- Presented progress at meetings with key stakeholders and integrated relevant feedback

# **Publications**

# Echo: Analyzing Gameplay Sessions by Reconstructing Them from Recorded Data @

- Designed, developed, and evaluated Echo, a tool for analyzing gameplay sessions
- Published and presented full paper at CHI PLAY 2020 •

#### SuBViS: The Use of Subjunctive Visual Programming Environments for Exploring Alternatives in Game Development @

- Created SuBViS, a C++ mod to Unreal Engine Blueprints that adds alternatives
- Published and presented full paper at FDG 2019

# FRVRIT: A Tool for Full Body Virtual Reality Game Evaluation @

- Created and evaluated FRVRIT, a Unity tool for analyzing VR gameplay sessions
- Published late breaking work at CHI 2019

# **Extracurriculars**

- Halifax Indie Devs Play and Tell •
- Hand Eye Society IDM Fund: Futures Forward 2022
- Game Jams: TOJam, Ludum Dare, Kenney Jam, GMTK Game Jam, Indie Tales Jam, Ubisoft NEXT, 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

# **References available upon request**

# September 2021 – April 2023

May 2023 - Present

#### August 2019 - June 2020

September 2019 – April 2021