

# DANIEL MACCORMICK, Generalist Unity Programmer



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Nova Scotia, Canada

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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)

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## Education

### Master of Computer Science

May 2019 – April 2021

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

### 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, 1<sup>st</sup> Place Capstone Project**

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## 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** 🌀 – 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

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

October 2021

- Singlehandedly programmed logic in C# with Unity, while also co-designing levels and UI
- Released with a non-exclusive license on [Armor Games](#) as well as on [itch.io](#)

**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+

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## Work Experience

### Software Developer, DoubleJump Games

May 2023 - Present

- 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

September 2021 – April 2023

- 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

September 2019 – April 2021

- 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)

August 2019 – June 2020

- 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

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## 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

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## 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