

Darius Fang, Game Developer

[Website](#) | [Linkedin](#) | [Portfolio](#) | [Github](#) | darius@dariusfang.com

SUMMARY

I'm a Game Developer with 4 years of mobile and software development experience, including 4 Co-op terms in both solo and collaborative environments. With a background in music and a passion for gaming, I approach game development from a fresh perspective, prioritizing creativity and player experience.

SKILLS

Software Design | OOP | Github | Unity | C# | Algorithms | Data Structures | Game Design Patterns | Scrum | Algorithms | Optimization | Debugging | VS Code | Problem-Solving | Time Management & Prioritization

PROJECTS

RogueCraft, [backlog](#), [doc](#), [play](#)

July/24 - Present

- Developed a scalable software architecture for crafting rogue-lite management game, allowing for ease of adding new content and decreasing future development time by 80%.
- Engineered a versatile crafting system with 8 unique recipes for diverse products and items.
- Implemented player-object interactions using OOP polymorphism, enabling 4 distinct objects with unique functions and simplifying additional development of future interactions.
- Managed 5 sprints to enhance productivity and streamline workflows using Notion and Taiga.io.
- Optimized game performance by implementing object pooling and coroutines, resulting in a 92% improvement in gameplay smoothness and a 58.8% reduction in the number of batches per frame.

EDUCATION

Unity Game Developer Bootcamp, Circuit Stream & University of Alberta, *Remote*

Jan/24 – Sept/24

- The Bootcamp is a 750-hour course focused on real-time 3D Unity development skills. Through a project-based approach, I developed 7 games using C# programming, Git, Agile methodologies, APIs, databases, and optimization techniques extensively.

Bachelor of Science, Computer Engineering Co-op, University of Alberta, *Edmonton*

Sept/18 – July/23

- Acquired a range of skills including OOP, Computer Architecture, Unit Testing, Git, Test-Driven Development, Algorithms, Data Structures, Parallel Programming, Database, User Stories, Software Development, Digital Logic Design, Networking, Audio Machine Learning, and Computer Vision.
- Effectively applied these skills to produce innovative products for 3 design research projects.

EXPERIENCE

Lead Programmer, Indie Startup Company, *Remote*

Sept/24 – Present

- Led and mentored a team of 4, ensuring mastery of code quality and optimization techniques, resulting in improved project efficiency and team performance.

Front-end Programmer & SFX, Speed Jam #6, [play](#)

Sept/24

- Architected scripts to lock and sort objects, ensuring smooth interactions. Implemented indicators, such as highlights enlarged images, and sound cues, to guide players and enhance gameplay.
- Communicated with team members to align on a vision, achieving a successful project outcome.
- Quickly learned Godot on the spot to contribute to the project, demonstrating adaptability and a commitment to expanding my skill set.

CERTIFICATES

[Circuit Stream Certified Professional Unity Developer](#) - Unity 2024

[Unity Certified Associate: Game Developer](#) - Unity 2024

AWARDS

[Speed Jam #6 Developer's Choice & #1 Overall](#) - 2024