

DANIEL JAY MADAN

Junior Game Developer

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SKILLS

Programming Languages: Unity/C#, Python, HTML, CSS, JavaScript, Node.js, EJS

Project Management: I apply strong communication and time management to ensure streamlined and efficient collaborative environments.

User Experience Principles: I have completed multiple courses at Queen's University focused on user experience and design thinking principles, which I apply to projects to enhance clarity and minimize player confusion.

Game design documents: I have created multiple game design documents for school assignments, consistently receiving perfect marks.

WORK EXPERIENCE

Ultra Hammer Games, Toronto, ON - *Game Developer*

MAY 2024 - PRESENT

- Successfully developed and launched two games (3D action, puzzle) and one demo (roguelite RPG) on Steam since May 2024, primarily utilizing Unity for all project development.

World Community Grid, Toronto, ON - *Communications Intern*

MAY 2022 - MAY 2023

- Researched and wrote 20 news articles and project update messages to excite and generate discussion amongst volunteers about new developments.
- Answered customer questions through emails/forum messages in a professional and concise manner.
- Managed multiple social profiles, using my communicative skills to tailor unique updates for each platform.
- Expressed my verbal and communicative skills in Zoom meetings with collaborators to discuss potential news stories.

PROJECTS

Mystery History

FEB 2025

Word-based Party Game, Created in Unity and JavaScript

- Applied JavaScript and Node.js principles create a system where players use phones as controllers in a multiplayer environment

Stellar Synergy

JAN 2024 - APR 2024

2D Cooperative Platforming, Created in Unity

Roles: Scenario planner, environmental programming, NPC programming

- Used team management skills to create weekly task assignments and long-term roadmaps for the group. Resulted in a stress-free environment and was cited as a key factor in the game's success.
- Received universal praise from peers and Queen's University alumni, ultimately winning the *Best Videogame Award* from the computing faculty and surpassing 30+ competing projects.
- Project cited by the professor as an example of innovative use of novel technology in the following year's class.

Queenslayer

SEPT 2022 - PRESENT

2D Fighting Game, Created in Unity

Co-director, primary programmer, assistant artist, social media manager

EDUCATION

Queen's University, Kingston, ON

SEPT 2019 - MAY 2024

BA - Computing + Film & Media with Distinction (GPA in top 3% of academic year)

Cumulative GPA of 3.7 on a 4.3 GPA scale

Dean's Honor List (2020-2021 Academic Year, 2024-2024 Academic Year)

Principles of Game Design, Michigan State University

JUN 2020