

Dan Paul

Game Developer | Programmer | Online Tutor

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Highly-motivated programming professional with over 3 years of experience in the games industry, working across multiple game platforms, technologies and genres. With proven ability in adapting to modern challenges faced by the industry, I engineer scalable systems that bolster collaboration and create experiences players enjoy.

WORK EXPERIENCE

Contract Game Developer

*Self-employed in collaboration with **RogueLink** and **Pocket Sized Hands***

March 2026 - April 2026

VR Programmer and Consultant (1-month contract):

- Worked in Unreal Engine 5 on a VR-based music game
- Debugged issues on the Meta Quest platform, refactored C++/blueprint codebases and crafted solutions to a live development environment

Mobile Game Programmer (1-month contract):

- Worked in Unity on a mobile simulation game using real-world data
- Responsible for overhauling core systems and designing architecture to reflect an evolving product
- Optimised C# code and analysed performance on Android hardware

Contract Online Tutor

Software Academy

January 2026 - Present

Working part-time to deliver an online curriculum of Python Coding and Unreal Games Design courses to students aged 6-16 in the UK:

- Crafting lesson plans and technical delivery that help instruct the next generation of game developers
- Performing various administrative duties such as: meetings, attendance, reviews, resource creation and filing records

Junior Programmer

Stormcloud Games

September 2022 - September 2025

Worked on the upcoming "Junkster" game using Unreal Engine with a focus on robust backend C++ systems:

- Hands-on experience working within Unreal Engine's backend UI systems to create accessible and modular architecture with emphasis on performant and high-quality code.
- Responsible for engineering custom versions of Unreal Engine for use on the latest console platforms.
- Responsible for the system design and implementation of a variety of key gameplay features.
- Made extensive use of collaboration tools such as Jira, Slack and Sourcetree for version control.
- Engineered a variety of editor tools in the Unreal Editor for use within the team, providing accessible ways for designers to enhance their workflow.
- Automated build processes and workflows to improve team efficiency.
- Conducted performance analysis through profiling various in-game systems to identify areas of improvement; also used in combination with proprietary software to gather similar data on 3rd-party platform builds.

EDUCATION

Abertay University

MProf Games Development (with Distinction)

2021 - 2022

Worked within various group projects to produce successful games in Unity based on a given brief, culminating in a large group project in collaboration with Hutch Games.

BSc (Hons) Computer Games Technology (2:1)

2017 - 2021

Produced an honours project in my 4th year of study using DirectX11 with a focus on 3D spatial audio and its effectiveness on player immersion in games. Key module topics include: Game Programming, Graphics Programming, Mathematics, Network Programming, Procedural Generation, Software Design, Computer Architecture, Animation Programming, Artificial Intelligence and Console Game Development.

SKILLS

Programming/Scripting Languages: C++, C#, Python, GDScript, Unreal Blueprints

Game Engines: Unity, Unreal Engine, Godot

Environments: Visual Studio, VSCode, JetBrains Rider

Platforms: Windows PC, Xbox, PlayStation, Nintendo, Meta (VR), Android

Tools: Perforce, Git, Sourcetree, GitHub Desktop, Jira, Confluence, Trello

Core Skills:

- | | |
|----------------------------------|------------------------------|
| ● 2D/3D Mathematics | ● Debugging and Optimisation |
| ● XR Development | ● Teamwork and Communication |
| ● UI/UX Programming | ● Automation |
| ● Gameplay Programming | ● Agile Development |
| ● Tools Programming | ● Level Design |
| ● Systems Design and Engineering | |

SPECIAL INTERESTS

Game Jams

As someone passionate about making games, I have participated in various game jams to push myself technically but also to explore game themes/genres I have had less exposure to. I enjoy challenges like this that add to my capabilities as a collaborator and as an experienced developer.

Procedural Content Generation

I often recreate PCG algorithms in my spare time using C# or C++. From Midpoint Displacement to Poisson Disk Sampling, I enjoy the natural evolution of the mathematical formulas in these algorithms. It has helped me incorporate a mathematical layer of thinking into my professional practice.

Modding / Mod Development

Not only do I enjoy making games professionally and personally, I have also undertaken tens of modding projects for my favourite games. For over a decade now I have been creating intricate experiences on the Steam Workshop for Call of Duty in the form of maps for the game's infamous "Zombies" mode. By teaching myself to become proficient with Treyarch and Activision's public modding tools - including their "Radiant" level design tool and GSC/CSC scripting languages -, it has elevated my professional capacity for designing levels and architecting systems.