[First Last Name]

[City, Country] | [email@example.com] | [+1 (555) 555-5555] | [Portfolio URL] | [GitHub URL]

PROFESSIONAL SUMMARY

[Game Developer] with [X+] years of experience designing, implementing, and optimizing gameplay systems and tools for [PC/console/mobile] titles using [Unity/Unreal Engine/C++/C#]. Proven track record collaborating with cross-functional teams to ship polished, performant games and prototypes under tight deadlines. Strong focus on clean architecture, gameplay feel, and player experience, with hands-on expertise in [gameplay programming, AI, UI, and performance profiling]. Adept at rapidly iterating on features based on playtesting data and stakeholder feedback.

EXPERIENCE

[Senior Game Developer] | [Game Studio Name]

[Month Year] – Present | [City, Country]

- Led development of core gameplay systems for [flagship action-adventure title] in [Unity/Unreal Engine], implementing [combat, character abilities, and progression] that increased average session length by [X%] based on analytics.
- Architected and optimized [modular component-based framework] in [C#/C++] to support rapid feature iteration, reducing implementation time for new gameplay features by [X%] and decreasing reported gameplay bugs by [X%].
- Collaborated with designers, artists, and QA to refine game feel through continuous playtesting, telemetry-driven tuning, and performance profiling, achieving stable [60/120] FPS across [target platforms] with memory usage reduced by [X MB].

[Game Developer] | [Indie/Game Studio Name]

[Month Year] – [Month Year] | [City, Country]

- Implemented end-to-end gameplay features including [player movement, camera systems, enemy AI, and interactive environments] in [Unity/Unreal Engine], ensuring robust state management and minimal regression during content updates.
- Integrated third-party services such as [analytics, in-app purchases, leaderboards, and cloud saves], and built internal tooling for designers to configure game balance parameters without engineering support.
- Contributed to build and deployment pipelines using [Git, CI/CD tools, and platform SDKs], automating packaging and testing for [Steam/console/mobile] releases and reducing manual release effort by [X%].

EDUCATION

[Bachelor of Science in Computer Science / Game Development] | [University Name]

[Month Year] – [Month Year] | [City, Country]

- Relevant coursework: [Game Engine Architecture, Computer Graphics, AI for Games, Data Structures & Algorithms, Linear Algebra].
- Capstone project: Developed a [3D/2D] [genre] game in [Unity/Unreal Engine] with a team of [X], implementing [networked multiplayer, AI behaviors, or procedural generation] and presenting to an industry review panel.

SKILLS

- **Programming & Engines:** [C#], [C++], [Unity], [Unreal Engine], [Blueprints], [Gameplay scripting], [Object-oriented design].
- **Game Systems:** [Gameplay mechanics], [AI behavior trees/state machines], [UI/UX implementation], [Animation state machines], [Input systems], [Physics & collision].
- **Tools & Pipelines:** [Git], [Perforce], [JIRA], [CI/CD tools], [Profilers (Unity Profiler/Unreal Insights)], [Version control branching strategies].
- **Graphics & Audio (Working Knowledge):** [Shaders/materials setup], [Particle systems], [Lighting and post-processing], [Audio integration with middleware like FMOD/Wwise].

- **Game Design Collaboration:** [Rapid prototyping], [Balancing and tuning], [Playtesting & iteration], [Design documentation], [Feature scoping and estimation].
- **Soft Skills:** [Cross-functional communication], [Agile/Scrum collaboration], [Mentoring junior developers], [Problem-solving under deadlines], [Code review and knowledge sharing].

PROJECTS

[Project Title – Indie/Personal Game] | [Engine/Platform]

[Month Year] – [Month Year]

- Designed and developed a [2D/3D] [genre, e.g., roguelike platformer] in [Unity/Unreal Engine], implementing core loops such as [procedural level generation, combat, and progression] and publishing on [itch.io/Steam/Google Play].
- Implemented [save/load system, input remapping, accessibility options, and localization support] to enhance player experience and broaden audience reach.
- Collected and analyzed player feedback and basic telemetry, iterating on difficulty curves and game balance, leading to [X+] downloads and an average rating of [Y/5] on [platform].

[Project Title – Game Jam Entry] | [Event Name]

[Month Year]

- Collaborated with a team of [X] during a [48/72]-hour game jam to build a complete playable prototype aligned with the jam theme using [Unity/Unreal Engine].
- Focused on rapid implementation of core mechanics, scene flow, and polish (UI, feedback, and game feel), ensuring a stable build within the submission window.
- Project received [honorable mention/featured placement/user votes] for [innovation, visuals, or gameplay], demonstrating ability to deliver under strict time constraints.