

Daniel Conde Linares

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Work experience

Daedalic Entertainment (2012 - 2014)

Daedalic is a German software development and publishing company, which gained outstanding attention with their earlier adventure games "The Whispered World" or "Edna & Harvey: The Breakout".

- Hired as Unity software engineer, focused on optimization as well as unity expert for adding new functionalities to their games, I joined the team working on Blackguards, the studio first turn based RPG.
- I developed the game analytics & balancing system that allows game designers to gather metrics from the game, perform simulations, analyze and generate reports of any type. Using Yaml for serialization and XML + XLS for the report generation, the reports can then be displayed as excel Stylesheets or dynamic websites with charts.
- I developed a build system to make the build process easier, faster and automated. Making it easy to all teammates to perform quick builds as well as asset bundle generation. Also developed a patch system and a closed beta testing system, which are conveniently integrated on the build process per demand.
- Responsible for the implementation of the new graphics interface using NGUI library, as well as general gameplay systems, optimizing, revising, and balancing them to make them easy and fast to extend and change, as well unifying for consistency.
- I extended and optimized the game spells and effects system, focusing on gathering better feedback from special effects with lower performance cost.
- Supported interns, both artist and coders, for a better understanding of the game authoring workflows.
- Responsible for implementing a new dialog system, allowing to use different dynamic cameras as well as lip-sync system to create more involving and cinematic dialog scenes.
- Developed a game notifications system that integrates with internal game events as well as external game services.
- General support for bug fixing and code refactoring.

Bravo Games Studios (2011 - 2012)

Founded in 2010, Bravo Game Studios is a games company focusing in cross platform development for mobile and handheld platforms using Unity3D.

- Systems and gameplay programmer in RIP Rally (iOS), responsible for vehicle control, weapons and upgrades systems, as well as garage managing and integration with inApp Purchases and other game services (Gamecenter, Facebook, Ads, Flurry, Push Notifications). My responsibilities included as well game design and game balancing, I also served as Scrum Master on this project. Chillingo, a leading independent games publisher and part of Electronic Arts published this game.
- Systems and gameplay programmer in Crash Mayhem (iOS/Android), responsible for setting up game systems, like state management, the general sound setup system, as well as game

services integration (Gamecenter, Ads, Flurry, inApp Purchase, Push Notifications). For this game, I've implemented the player vehicle physics that can be controlled by multiple input methods, such as an ingame joystick and touch based controls. I've also develop a Unity editor tool to simplify the artist's work in the construction of the game scenario.

- Responsible for the gameplay systems in Push the Zombie (iOS/Android), from level structure, menus, sounds, etc. I've designed and implemented the "Obstacles mechanic", which utilized multiple control methods and gameplay states needed to interact with the character ragdoll. Each obstacle had specific behaviors and control variables that were realtime tweakable.
- Responsible for Gamecenter multiplayer integration in Pictionary (iOS), as well as setting up game systems, like state management for multiplayer scenes, sound management system and internal messaging system.
- Part of my responsibilities includes maintenance of Bravo's Common Library, in order to cope with the requirements of the games I'm working on at a given time. This library is designed for Unity3D and is written in C# and Objective C, when interaction with native OS is required.
- Designed and implemented Bravo Common Library Services, which wraps Gamecenter achievements/leaderboards functionality, as well as different Advertisement libs such as Mobclix, Admob, or Youmi, and inApp Purchases with support for different providers like Apple StoreKit, Google Market or Amazon Appstore, and other marketing services such as Flurry Analytics. Providing an interface for programmers to easily install & manage these services.
- I've developed a scene management system with transitions support that also allows programmers to check at runtime the resources loaded, and deal with memory bottleneck on unused resources cleaning between scenes loading.
- Implementation of GUI Controls library which uses ex2D Sprite extension to reduce draw calls and allow objects batching, as well as corresponding editor tools to simplify scene edition by designers.

Genera Interactive (2010 – 2011)

Genera Interactive is, since 2002, a mobile entertainment company specializing in multiplatform application development and innovative concepts for mobile marketing purposes.

- Maintenance of the inhouse game engine being used by Genera at that time. I've develop a workflow system in lua to simplify programmers, authoring of digital books on Touchybooks Platform. Platform for which I've later develop two digital books, "Moon Secrets" and "I Want to be a Pirate".
- One of mine responsibilities was to support both programmers and Artists in the use of the engine, like help solving problems when exporting meshes from 3DMax, and clarify programmers doubts in the use of specifc systems.
- Due to a partnership between Genera and Samsung, I've developed several game prototypes and digital toys for Samsung's mobile platform Bada.
- With the Romanian Genera Team, I've developed an iOS/Android game for Disney's Pixar Cars 2 Movie. I was the main responsible for the development of the digital book both code and several creative aspects, under Disney supervision.

Education

Faculty of Computer Sciences and Telecommunications (University of Granada)

BSc. Computer Science (Almost finished)

- Software Engineering Projects: requirements acquisition, analysis, prototype, development processes, staff organization and project phases.
- Design and Analysis of Algorithms: complexity, recursive algorithms, sorting and order statistics and solutions search.
- Object-oriented Development: design patterns and concepts of object-oriented programming.

- Distributed Systems: paradigms, architectures and platforms.
- One of my graduation years was made at Universität Wien, through a student exchange program called Erasmus.

Certificates and Courses

- Game programming course (Eticom Corporate University - April 2012)
- Open Source Projects course (University of Granada - April 2010)
- German Language A1 (University of Granada - August 2009)
- Graphic Processors course (University of Granada - September 2008)

Personal Information

Languages: Spanish (native), English (fluent), German (beginner), French (beginner), Magyar (beginner)

Programming languages: C, C++, C#, Objective-C, Java, Lua.

API's and Frameworks: Unity3D, OpenGL, Cocoa Touch, XNA, nVidia PhysX, Bullet Physics.

Tools: XCode, Visual Studio, MonoDevelop, Eclipse, Netbeans, Subversion, Git, Perforce, 3ds Max, Maya.

Other Competences: Violin: Studies and practice with well known masters from 1990 – 1998.

(Member from Amati chamber orchestra during 4 years). Still practicing nowadays in a non professional way.

Driving License: B.

Interests: Music, Traveling, Playing games, Reading, Fine Arts.