

{{FULL NAME}}

GAME DEVELOPER

{{City, ST}} · {{Email}} · {{Phone}} · {{LinkedIn}} · {{GitHub or Portfolio}}

PROFESSIONAL SUMMARY

{{X}} years building {{front-end/back-end/full-stack/mobile/web/game}} solutions with {{languages/frameworks}}. Delivered {{notable outcomes}} for {{industry/client type}}. Strengths in {{top strengths}} and a focus on {{business/technical outcomes}}.

CORE SKILLS

Languages: C#, C++, Unity, Unreal

Disciplines: Gameplay systems, physics, AI, shaders

Tools/Perf: Git, asset pipelines, frame-time optimization, profilers

EXPERIENCE

{{Company}}

{{Title}}

{{City, ST}}

{{MM YYYY}}–{{MM YYYY or Present}}

- Optimized render pipeline, raising average FPS from {{X}} to {{X}} on target hardware.
- Built gameplay system {{X}} reducing CPU time per frame by {{X}}%.
- Created tooling to automate asset imports, cutting iteration time by {{X}}%.

PROJECTS

{{Project Name}}

{{Tech}}

{{Link}}

{{MM YYYY}}–{{MM YYYY or Present}}

- Impact bullet
- Impact bullet

EDUCATION

- **{{Degree}}**
{{School}}
{{YYYY}}

Relevant coursework for junior candidates

CERTIFICATIONS (OPTIONAL)

Keywords: game developer, Unity, Unreal, C#, C++, gameplay systems, shaders, optimization, FPS, asset pipeline, tooling