



# DAN SZABO

GAME PROGRAMMER / ENGINEER

## GAME PROGRAMMING EXPERIENCE

### Mighty Games Group

Melbourne, Australia (Remote)

Senior Programmer, [Build and Test](#)

May 2023 – Present

- Setup and maintained the automated build and test pipelines for games of varying scope and genre.
- Injected runtime code to automate testing, requiring an understanding of game code and our internal toolsets.
- Augmented internal toolsets to enhance testing capabilities, including performance reporting and test case statistics.
- Mentored two junior developers who both advanced to intermediate programmers.
- Documented learning materials for complex systems including the Autotest-injection and build processes and new LQA tools.

### DragonBear Studios

Melbourne, Australia

Lead Programmer, [Innchanted](#)

Jan 2019 – April 2023

Innchanted is a co-op management game with over 50 levels with varying mechanics, networked multiplayer, crafting, upgrades, and AI-driven customers, monsters and helpers.

#### Development

- Designed and developed core systems, including crafting, AI, gameplay interactions, and networked multiplayer.
- Designed and developed a responsive, robust and scalable GOAP AI system that simulates co-operative communication with another player.
- Implemented custom editors to aid design flow and gameplay changes without the need to modify code.

#### Management

- Sustainably led a collaborative team of three programmers for over two years of development.
- Developed and improved engineering processes and documentation, detailing the pipeline between production, the programming team, QA and the publisher.
- Technical support and integration lead for the art, audio and design teams.

## CONTACT

ADDRESS AVAILABLE  
IN PRIVATE CV 

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AVAILABLE IN PRIVATE CV 

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## KEY SKILLS

C# / UNITY

TOOLS & EDITOR CODE

GIT / SVN / PERFORCE

JIRA, CONFLUENCE, NOTION

AGILE & WATERFALL

C++ / UNREAL

GOLANG, REACT JS

MONGODB, ORACLE SQL

## EXTRA-CURRICULAR

D&D, BOARD GAMES

MUSIC, DANCE, IMPROV

## REFERENCES

AVAILABLE UPON REQUEST

## EXTRA-CURRICULAR GAME-RELATED EXPERIENCE

- Currently developing an [adventure/factory sim](#) game in Unreal Engine.
- Mentor of two mid-level developers in the IGEA mentor program, 2022.
- [State Machines and Editor Tools talk](#) at Technically Games Conference, 2022.
- Procedurally generated planets and atmospheres by implementing compute shaders, surface shaders and custom post processing ([link](#)), 2021.
- Released [Clumsy Bat](#) - a mobile 2D side scroller on Android, 2016

## SELECTED ENGINEERING EXPERIENCE

### Telstra Corporation Ltd

Melbourne, Australia

#### Automation Engineer

Oct 2018 - Dec 2020

- Developed CI/CD pipelines using Concourse and Jenkins, built on an internally managed Kubernetes platform.
- Created React front ends and Golang microservices to automatically create and manage test and development environments for new features to be integrated into the live network management system.
- Co-developed test automation processes and practices.
- Developed a Golang proxy server to concurrently handle secure http transport and authentication between key systems across the business.

#### Network Specialist

Nov 2015 - Sept 2018

- Implemented and maintained tools to enhance national processes for a team of 150 staff as the lead automation and tools developer.
- Delivered national training sessions as the Design team's lead representative for new tools and technologies being introduced into the organisation, and led ongoing national and offshore support.
- Reduced the complexity of completing configuration data for a new technology by automating the generation of system diagrams and configuration files, which reduced a two day task to less than one hour.
- Implemented and led the rollout of an interactive floor plan tool to calculate common materials, improving accuracy from 70% to 100%, and reducing time taken by 90%.
- Technical Support for extended workforce.

#### Business Process Specialist

Aug 2014 - Nov 2015

- Developed end-to-end business processes based on organisational impacts relating to the introduction of new systems and technologies.

## EDUCATION

Bachelor of Engineering (Hons) / Bachelor of Arts

University of Melbourne, 2011