




CONTACT

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PROFESSIONAL SUMMARY

Experienced Gameplay Engineer with 9+ years of experience in both Unity and Unreal Engine game development. Led the design and implementation of diverse gameplay features and mechanics, and UI systems, contributing to the successful launch of 10+ titles across various platforms. Proficient in writing clean, memory-efficient, and well documented code, collaborating closely with cross-functional teams, including developers and designers. Excited to leverage creativity and expertise in driving success for new and challenging projects.

SKILLS

- Unity3D
- C#
- Unreal Engine
- C++
- Blueprint
- Performance Optimization
- Version Control Systems
- Project Management
- Cross-platform Development
- Mobile Game Development
- Multiplayer Networking
- Augmented Reality Development
- Artificial Intelligence Integration
- Virtual Reality Development
- Physics-based Simulations
- Character Animation
- Time Management
- Agile Methodologies

LANGUAGES

DOMINIQUE VANCE

SENIOR GAME ENGINEER



EXPERIENCE

Senior Game Engineer Gameloft - San Francisco, CA
05/2022 - 12/2023

- Implemented core gameplay mechanics, AI systems, and UI features and Networking, ensuring optimal performance and user experience on 3+ AAA game development.
- Created and managed documentation, production schedules, prototyping goals, and communication plans in collaboration with production staff.
- Deployed builds to various stores after thorough testing on multiple devices.
- Attended the development of building in-house engine, showcasing technical expertise in engine architecture and memory efficiency by 20%.
- Created gameplay prototypes for presentation to creative and technical staff and management.
- Optimized the performance of complex scenes in both Unity and Unreal Engine 5.3 by reducing draw calls and improving frame rate.
- Oversaw gameplay testing to ensure intended gaming experience and game adherence to original vision and adjusted gameplay experiences to ensure critical and commercial success of product.

Gameplay Engineer Bathesda Game Studios - Austin, TX
10/2020 - 04/2022

- Architected and optimized the game codebase in both Unity and Unreal Engine, achieving a 40% improvement in performance and responsiveness across platforms through systematic optimization techniques.
- Designed and deployed custom tools and editor extensions, reducing development time by 30% and increasing productivity across the team.
- Actively participated in 90% of team meetings, offering valuable input and suggestions to enhance game design and development processes, resulting in a 30% increase in the implementation of innovative features and mechanics.
- Made critical development decisions to ensure the production of the highest quality product, resulting in a 95% client satisfaction rate, and facilitated rapid iterations to address feedback from internal directors and clients.

GamePlay Engineer Poppy Works - 123 MainStreet, NY
05/2019 - 09/2020

- Collaborated with Senior developers to assist in the development of gameplay mechanics and features, contributing to the implementation of key systems such as character movement, character customization, combat system, AI behavior, and interactive environments.
- Troubleshooted and debugged issues, addressing 95% of reported issues promptly to maintain quality and ensure a smooth user experience.
- Analyzed several existing projects and propose efficient solutions.
- Worked closely with creative director to design and execute new features

- **English**
Bilingual

- **Chinese**
Fluent

and gameplay requirements.



EDUCATION

Bachelor's Degree : Computer Science

City University of Hong Kong - Kowloon, Hong Kong, 05/2014