

# Daniel Fraser

Game Designer



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## Skills

### Engines

Unity Engine  
Unreal Engine 5

### Production

Git  
JIRA  
Notion

### Programming

C  
Java  
Unity C#  
Unreal BP

### Adobe Suite

Photoshop  
Premiere

## Experience

### Agent Advisor – Geek Squad

Best Buy Canada, Cambridge, ON

July 2023 – Present

- Assisted clients with troubleshooting, diagnosing, and fixing nuanced computer issues.
- Demonstrated ability to adapt language to explain technical points to tech-unfamiliar clients.
- Performed complex unit repairs while organizing repair documentation and meeting deadlines.
- Worked in a multi-disciplinary team to deliver unparalleled customer service and PC solutions.
- Trained other agents in Geek Squad services, procedures, and problem-solving techniques.

### Game Designer (Internship)

Double Stallion Games, Montreal, QC

April 2021 – September 2021

- Collaborated with Riot Games on [“CONV/RGENCE: A League of Legends Story”](#).
- Primarily implemented cutscenes from script & storyboards using timeline and animation tools.
- Became familiar with sprint planning methodology, using JIRA and Confluence.
- Assisted in retrospectives to identify improvement areas.
- Reviewed mechanics and difficulty from playtest builds while providing feedback on how to improve the feel of those features.
- Assisted with level design item placements for currency and in-game upgrades.

## Projects

### Technical Designer ([Mantra](#), Unreal Engine 5)

May 2024 – Present

- Working with a team of technical designers on a sci-fi FPS focusing on movement and combat.
- Collaborated with Level Design to implement mechanics and triggers for puzzle actions.
- Reviewed enemy AI to help improve combat areas throughout the game.
- Refactored player controller actions to adapt to new design and engine changes.
- Assisted with designing enemy boss battles from design to implementation.

### Game Designer ([Ignotus](#), Unity Engine)

September 2021 - April 2022

- Led the design and implementation of player and camera scripts with an emphasis on responsiveness in a 3D puzzle-platforming game developed in Unity.
- Created improvements to readability of signature mechanic based on player feedback and data.
- Assisted other developers with programming fixes to UI, audio triggers, and level event scripts.

## Education

### Bachelor of Arts with Honours, **Game Design**

September 2018 – April 2022

Sheridan College, Oakville, ON

- Developed knowledge of game design and related disciplines through study and group projects.
- Ran playtests and implemented analytics tracking to make data-driven design changes and enhance the player experience on large projects.
- Created detailed and extensive proof of concepts and prototypes using Unity and Unity C#.

### Bachelor of Science, **Computer Science**

September 2015 – August 2018

University of Windsor, Windsor, ON

- Studied fundamental computer science topics, design patterns, and logical problem-solving through application development.
- Created small-scale programs using C and Java programming languages.