

Daniel Fiuk

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Gameplay and Game Systems Programmer with a Bachelor's degree in Business Information Technology, majoring in game development and interactive media.

Technical Skills

Languages

C# • C++

Tools

Unity • Unreal • GitHub • Plastic SCM • Jira

Proficiencies

Teamwork and communication • Seeks and incorporates feedback for rapid iteration • Organization and time management • proactive debugging practices • Adaptability and agile learning • Experience with state machines and pathfinding algorithms • Creativity and problem solving

Projects

Project Angels (Unity)

Independent — January 2025 - Current

- Consistently developing and managing a personal project focused on creating a polished and engaging experience.
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Daybreak (Unity)

Stellar Octopians — September 2024 - April 2025

- Developed a level generation system with procedurally drawn paths and varied structures, enhancing player exploration.

Starlight (Unreal Engine)

Stellar Octopians — September 2023 - April 2024

- Created a tile based level generation algorithm derived from the concepts of Wave Function Collapse
- Developed a scalable solution for integrating new mechanics

Moonset (Unity)

Stellar Octopians — September 2022 - April 2023

- Developed the player controller, emphasizing maneuverability and speed
- Consistently integrated playtest feedback

Education

Ontario Tech University — Bachelor of Business & Information Technology in Game Development and Interactive Media • September 2021 - April 2025, GPA: 3.95