

Daniel Fiuk

Gameplay Programmer



daniel.fiuk21@gmail.com

danielfiuk.ca

Technical Skills

Languages

C#, C++

Tools

Unity, Unreal, GitHub, Plastic
SCM

Skills

Creativity and Problem-Solving

Teamwork and Communication

Adaptability and Agile Learning

Organization and Time
Management

Motivated with a Strong Work
Ethic

Projects

[Daybreak \(Unity\)](#) — Procedural Generation (Perlin Noise) and Developer/Designer Tools

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

[Starlight \(Unreal\)](#) — Procedural Generation (Wave Function Collapse), Dynamic Magic System

- Created a level-generation algorithm using Wave Function Collapse principles with a 3D tile grid and tile conflict resolution.
- Developed a dynamic magic system enabling players to modify spells for powerful combinations.

[Moonset \(Unity\)](#) — Mechanics Engineering and Game Design

- Developed the player controller, emphasizing maneuverability and speed, while integrating playtest feedback to refine mechanics.

[Check out my portfolio for more!](#)

Education

Ontario Tech University — Bachelor of Business & Information Technology in Game Development and Interactive Media

Sep 2021 - April 2025, GPA: 3.95

All Saints High School. Calgary AB — High School Diploma

Sep 2020 - June 2021

Notre Dame High School. Calgary AB

Sep 2017 - June 2020