

Deny Senesouma

C#/.NET Programmer - Game Developer - 3D Generalist

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Meta Platforms Inc. (June 2022 - June 2023)

Full-time Contract - Creative Prototyper III (Unity)

- Engineered VR experiences by leveraging proprietary technology and Unity. The work garnered enthusiastic commendation from stakeholders which successfully resulted in its expansion.
- Collaborated closely with researchers, collected feedback, and drove actionable iterative development that led to prompt project delivery under tight deadlines.
- Demonstrated versatility by developing programs to run on various proprietary hardware in conjunction with other programs.

VeoVeo Studios Inc. (Sept 2021 - March 2022)

Part-time Contract - VR Developer (Unity)

- Integrated real-time multiplayer for a VR Social game as a frontend engineer.
- Designed and engineered a real-time multiplayer Volleyball game which received positive reviews and was highlighted in public showcasing.

Cyberspline Games Inc. (June 2020 - Aug 2021)

Full-time Permanent - VR Game Programmer (Unity)

- Developed core gameplay mechanics, scoring, and progression systems for Boombox, a VR rhythm game available on Steam and Oculus with over 10,000 copies sold upon immediate release.
- Developed a database system in Boombox, enabling seamless integration of both developer-generated and community-created content, contributing to the game's lasting engagement.
- Exemplified an end-to-end commitment by involving in the entire development cycle, spanning from the prototyping phase through to Live-ops.

Sonically Inc. (Mar 2020 - June 2020)

Part-time Contract - Game Programmer (Unity)

- Engineered and designed the gameplay for a music-based game utilizing Unity 3D. Drove a rapid iteration and prototyping that led to positive reviews from stakeholders and featured in the final release.

Tricycle Games Inc. (Dec 2019 - Apr 2020)

Contract - Game Programmer (Unity)

- Led a transformative overhaul for Medium Rare, a mobile game, by orchestrating both art and technical production to breathe new life into the user experience and gameplay.
- Undertook additional roles as a technical artist, 3D rigging artist, and level designer. This collective effort played a role in ensuring the game's successful release on iOS/Android, meeting all deadlines.

Technical Skills

- C# Programming
- Game Design
- Systems Design
- .NET Framework
- Unreal Blueprints
- Prototyping
- Tools Development
- Shader Graph / HLSL
- Particle Systems
- Data Analysis
- Machine Learning
- Android Development
- VR Development
- SQL
- Message Queues (MQ)
- Websocket Systems
- Linux
- Python / MEL
- Javascript
- 3D Modeling
- 3D Animation
- Character Rigging
- Mechanical Rigging
- Web Development

Software & Tools

- Unity
- Unreal
- Git
- Perforce
- React / Material UI
- Vue
- Node
- Maya
- Substance
- Azure Virtual Machine
- Amazon Web Services
- Adobe Photoshop
- Adobe Premiere
- Excel

Game Developer, Casual (June 2016 - Dec 2019)

Casual - Game Programmer (C#.NET)

- Engineered a 2D rendering framework utilizing monogame (C#.Net), laying the foundation for Quaver—an open-source rhythm game. The game currently has over 600,000 users on Steam.
- Leveraged machine learning to optimize difficulty calculation utilized in for Quaver by incorporating real-time telemetry and user data, resulting in visceral metrics adopted by the rhythm gaming community.
- Actualized the development of the Robeats Community Server, propelling a Roblox game to success with a play-count exceeding 6,500,000 and an active and engaged community.

Education

Diploma in Game Design (2018 - 2019)

Vancouver Film School - Specializing in Programming and Level Design

Diploma in 3D Animation and Visual Effects (2015 - 2016)

Vancouver Film School - Specializing in 3D Animation

Accomplishments

Senior 3D Animator Achievement (July 2015)

North Surrey Secondary - Strong achievement in 3D Animations

Dogwood District Scholarship (May 2015)

BC Ministry of Education - Superior achievement in Fine Arts and Applied Skills

Silver Medalist in Skills Canada 3D Computer Animation (Apr 2015)

Skills Canada Provincial Competition - 2nd place - Computer animation

Outstanding Achievement in Computer Programming (July 2014)

North Surrey Secondary - Achievement in computer programming

Bronze Medalist in Skills Canada 3D Computer Animation (Apr 2014)

Skills Canada Provincial Competition - 3rd place - Computer animation