

DANIEL SELVIA

UI DEVELOPER

Contact



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danielselvia.com/

Education

University of Central Florida

FIEA – M.S. Interactive Entertainment

SVAD – B.A. Game Design

Proficiencies

C#

C++

Blueprints

UMG

UE4

Unity

Agile Methodologies

Photoshop

Xd

Articy Draft

Perforce

Visual Studio

Volunteer Work

Best Buddies

The Ability Experience

UCF Honors Symposium

Experience

Studio Scapbot (Capstone Team) – *Snowfall Village* Dec 2018 - Present
UI Developer

- ❖ Designed UI systems for a social simulation game developed in UE4
- ❖ Implemented 3D UI menu system with character status feeds and inventory
- ❖ Developed overworld map navigation through a virtual cursor
- ❖ Worked closely with team of 15 programmers, artists, and designers

Trust the Process (Capstone Team) – *In Harmony* June 2019
UI Developer

- ❖ Contracted to design and develop HUD elements
- ❖ Designed for a 3D Rhythm based combat game to be released on Xbox One
- ❖ Elements include Beat tracker, Health Bars, Focus Points and New Location Banners
- ❖ Developed UI Shaders to incorporate into the elements creating robust effects

KittyLand Studios – *KittyLand* May 2019
Project Lead / UI Developer

- ❖ Worked on a five week family friendly Android/iOS game project
- ❖ Designed gameplay about collecting cats in a team of two people
- ❖ Developed sprite animation and movement mechanics in a 3d environment
- ❖ Designed and implemented UI and gameplay mechanics

Adaptive Immersions – *Drone Fleet Simulation* January – May 2019
UI Developer

- ❖ Designed UI and HUD for drone fleet planning and flight simulation
- ❖ Programmed Drone flight controls and displayed sufficient data to user
- ❖ Worked on spline based drawing system for flight planning on the overworld map
- ❖ Developed waypoint and mission system system for delivery of packages

Lucerna Studios – *Medieval Math* Apr 2018 – Aug 2018
UI Developer

- ❖ Managed development of an Educational VR game developed in Unity
- ❖ Handled game design documentation, bug tracking, and task distribution
- ❖ Prepared and presented progress for scale-up investors
- ❖ Designed and implemented diegetic UI systems

Study Game Studios – *Chronicles of Egypt* Aug 2017 – Dec 2017
Project Lead / UI Developer

- ❖ Designed and developed educational strategy game over 16 weeks in UE4
- ❖ Presented development progress in milestone presentations
- ❖ Communicated effectively across teams of varying skillsets
- ❖ Designed and implemented UI
- ❖ Conducted research and designed in game curriculum