

# Dooshima Anger

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## Summary

Knowledgeable and detail-oriented gameplay programmer accustomed to working in fast-paced and deadline-driven environments. 4 years of professional experience in programming including 3 years of experience programming games for mobile, web, and PC.

## Skills

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- Experience with C#, C++, and Java
- Experience with Unity3D and Unreal Engine
- Strong understanding of object-oriented programming and refactoring of code
- Experience with tools like FMOD, Audacity, Git, and Unity Collab for common game development related tasks such as audio and source control.

## Experience

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### Dooshima Games

**Sole Developer | March 2021 - Present**

Worked on various projects as the sole programmer and designer. 11 projects published to the Google Play Store and 1 published to itch.io.

### Crazy Labs

**Unity Game Developer | November 2021 - March 2022**

Participated in Crazy Hubs, a 4 months mobile gaming accelerator focused on creating top hyper-casual games in Unity. Crazy Hubs Cape Town is led by Crazy Labs in collaboration with Carry 1st. We built hypercasual games during the period of 4 months, worked closely with a 3d artist and test the game in the market with crazylab publishers.

### Aria Creative

**Game Developer | February 2021 - June 2022**

Worked as a contract game developer for Aria Creative, build games for client. I built prototype games with unity engine both 2D and 3D games.

### FPG Technologies & Solutions

**Backend Developer | June 2019 - October 2020**

Tasked with the role of using PHP with frameworks like CodeIgniter and Laravel as well as Java for enterprise development with frameworks like Spring.

## Education

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**Bachelor of Science in Urban and Regional Planning | September 2012 - December 2017**

University of Lagos, Lagos, Nigeria