

# Malik Danab

Junior Gameplay Programmer | Email: mtd.danab@gmail.com | [LinkedIn](#) | [Portfolio](#)

## SUMMARY

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Junior gameplay programmer working in C# and C++, with shipped games as a solo developer and on teams. Focused on systems work: combat, AI, pathfinding, and data pipelines that let designers tune a game without code changes.

## GAME PROJECTS

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### FourSight (Unity 6, C#, DOTS / ECS) Solo Developer

[RELEASED ON ITCH.IO](#)

- Built the simulation core on Unity DOTS (ECS): towers, enemies, combat, and pathfinding run as independently scheduled, Burst-compiled systems.
- Wrote a backward Dijkstra flow field pathfinder that rebuilds as towers are placed or destroyed, with per-tower break costs that produce group attack behavior without any flocking logic.
- Connected the DOTS simulation to the MonoBehaviour presentation layer through static C# events, driving companion GameObjects, audio, and a custom sprite animation pipeline from Burst code.
- Built a data-driven card system where keyword chains defined in ScriptableObjects handle card effects, so new cards can be authored entirely from the Inspector.

### InVein (Unreal Engine 5, C++) Gameplay and Sound Programmer

[RELEASED ON STEAM](#)

- Built and integrated the radio and the dynamic sound system. Instead of firing on fixed triggers, audio reacts to what is happening around the player and carries much of the game's pacing.
- Programmed the gamma correction and rendering stability features that keep the game's darkness readable and consistent across monitors and hardware setups.
- Debugged the reality-shifting sequences, tracking down performance and state-sync issues in some of the hardest parts of the game to get right.

### FinalPrice Chrome Extension (JavaScript, Manifest V3) Sole Developer

[PUBLISHED](#)

- Built a Chrome extension that detects prices on shopping sites and shows the real, tax-included total before you buy.

## EXPERIENCE

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### Telestream Sherpa Engineering Intern, May 2022 – August 2022

- Worked on .NET applications and SQL databases for video conferencing software, diagnosed performance issues alongside senior engineers, and shipped fixes into production.

## TECHNICAL STACK

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languages: C#, C++, Java, Python, HTML, Lua

engines/tools: Unreal Engine 5, Unity, GameMaker, Panda3D, Houdini, Git, Perforce, Maya, Rhino 5, Aseprite

pipelines/ecosystems: .NET, SQL, Adobe Suite

## EDUCATION

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### The University of Texas at Dallas Graduated May 2025

B.A. Arts, Technology, and Emerging Communication

Concentration: Animation and Game Design

## AWARDS & LEADERSHIP

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### 1st Place, AIS UTD Build & Pitch Hackathon

Built a working prototype and pitched the mechanics and business case on a tight deadline.

### President, Magic: The Gathering Club at UTD

Handled vendor relations and club funds, and ran weekly draft and game night events.