Daniel Standring

Programmer / Software Developer

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Professional Summary

Passionate and dedicated programmer with over two years of experience in the gaming industry, specialising in Unity and C#. Skilled in gameplay programming, performance optimisation, and porting games across major consoles including Nintendo Switch, Xbox, and PlayStation. Adept at developing internal tools to enhance workflows and ensure SDK compliance. Strong foundation in multiplayer networking, physics systems, and deterministic ECS-based game architectures.

Technical Skills

- **Languages**: C# (Primary), C++, JavaScript, JSON, Java, HTML/CSS, SQL

- **Game Engine:** Unity (Primary), Unreal 5

- **Multiplayer Frameworks:** Photon Realtime, Photon Fusion, Photon Quantum

- **Source Control:** Git, Plastic, Perforce

- **Platform SDKs:** Nintendo Switch, Xbox Series X|S, PlayStation 4 & 5

Professional Experience

Programmer
Huey Games | Dec 2022 – Feb 2025, (Position made redundant)

Porting & Optimisation:

- Ported PlateUp! and Cusineer from PC to Nintendo Switch, Xbox, and PlayStation platforms.

- Optimised performance for low-spec platforms (e.g., Nintendo Switch) through code refactoring, shader optimisation, and memory improvements, including Addressables integration.

- Tuned quality settings and configurations to meet platform-specific certification and performance targets.

Tool Development:

• Designed tools to automate and streamline the porting process, later integrated into the company's internal porting software, *HueyCore*.

• Made further contributions to HueyCore by implementing a native save system and a developer menu to streamline debugging and QA.

Multiplayer & Networked Gameplay Development:

• Integrated Photon Realtime into PlateUp!, ensuring seamless online multiplayer functionality and full compliance with console platform requirements.

• Migrated Wreckout from Photon PUN to Photon Fusion, and subsequently to Photon Quantum, significantly improving network responsiveness, gameplay smoothness, and scalability for higher player counts.

• Rebuilt all gameplay systems in Wreckout to support Photon Quantum's deterministic physics and ECS architecture, enabling consistent multiplayer simulation and precise client prediction.

Key Achievements:

• Delivered two polished, performant console ports meeting platform standards.

• Created tools that accelerated internal workflows and became part of the studio's long-term porting solution.

• Demonstrated adaptability across porting, tools, gameplay, and network systems.

Porter
Asda Trafford Park | Dec 2018 – November 2022, (Part Time)

Education

- **Unity Games Development – 12-week Boot Camp Course**
  Skills City | 2022
  Completed a client-facing project overseen by Phil Owen (d3t), designing and developing a Unity puzzle game. This project can be played on itch - https://dannywtb.itch.io/slimonstate

- **First-Class Honours Degree in Computer Science**
  Manchester Metropolitan | 2018 – 2021

- **Level 3 Extended Diploma in IT (Software Development) Distinction*, Distinction, Distinction**
  Trafford College | 2015 – 2017

- **10+ GCSE's A-C including Maths and English**
  Wellacre Academy | 2008 – 2013

Certifications & Training

- Unity Certified Associate Programmer | Issued 2022

  Credential: [Credly Badge](#)

  Details: [Unity Certified Associate Programmer](#)

Independent Projects & Learning

- Developed several personal fan game projects to improve my game development skills.

- Worked on multiple Unreal Engine development courses to broaden my skill set beyond Unity.

- View examples on my portfolio: [dan123496.github.io](#)