

DANIAL JUMAGALIYEV

Software Developer

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SUMMARY

- Passionate and results-driven software developer with expertise in game development, full-stack web development, and VR applications.
- Proficient in Unity, C#, Go, and various front-end and back-end technologies.
- Experienced in leading development teams, mentoring junior developers, and delivering high-quality projects from concept to release.
- Skilled in building scalable applications, integrating cloud services, and developing multiplayer networking solutions.
- Strong community engagement through leadership roles in indie game development and developer groups.
- Pursued a Computer Programming diploma at Seneca Polytechnic with a 4.0 GPA, consistently demonstrating technical excellence and innovation.

TECHNICAL SKILLS

- **Programming Languages:** C/C++, JavaScript, TypeScript, C#, Java, Python, PHP, Go, Rust, Lua, PL/SQL, WebAssembly.
- **Frameworks & Libraries:** .NET/.NET Core (C#), Node.js, React.js, React Native, Tailwind CSS, Bootstrap CSS, Django, Flask, Flutter, Android Studio (Java), Swagger.
- **Databases:** PostgreSQL, SQLite, MySQL, Oracle SQL, MongoDB, Amazon DynamoDB.
- **Game Engines:** Unity, Godot.
- **Game Development Libraries:** Pygame, raylib, SDL2.
- **Graphics APIs:** OpenGL, Vulkan, WebGL.
- **Cloud Computing & Backend Services:** AWS (EC2, ALB/NLB, RDS), Microsoft Azure, Google Cloud, Firebase.
- **Networking & Communication:** TCP/IP, HTTP/2, WebSockets, WebRTC, gRPC.
- **Version Control:** Git, Plastic SCM, Bitbucket.
- **DevOps & Automation:** GitHub Actions, Docker, Selenium.
- **Project Management Tools:** GitHub Projects, Jira, ZenHub.
- **Modeling & Design Tools:** Visual Paradigm, Figma, Lucidchart, Draw.io.

PROFESSIONAL EXPERIENCE

DRIVENOW AUTO SALES

Toronto, ON, Canada (*Remote*)

Software Developer / Designer

Jul 2025 – Present

- Developing and designing car dealership-related custom software solutions utilizing various tools and frameworks such as Node, React for frontend and Go for backend.
- Handling CI/CD and DevOps using AWS and GitHub Actions.

MANERAI

Los Angeles, CA, USA (*Remote*)

VR Developer

Dec 2024 – Mar 2025

- Collaborated on an unannounced VR game with Unity, C#, optimizing performance to support stable 90+ FPS.

MANGO DEVELOPMENT

Kazakhstan (*Remote*)

Full-Stack Developer (8 mos.)

May 2024 – Dec 2024

- Transitioned from backend development to full-stack development.
- Developed and maintained the full architecture for a mobile app, implementing the backend using Go and integrating Firebase for cloud messaging, in-app notifications, and cloud storage.
- Built front-end interfaces using React.js and Flutter, enabling seamless user interactions and mobile responsiveness, improving user retention by 20% through enhanced UI/UX.

Back-End Developer (6 mos.)

Dec 2023 – May 2024

- Designed and implemented back-end services for a multi-functional step-tracking mobile app, leveraging Go for API development, able to handle 100,000+ requests per day with low latency.
- Integrated third-party APIs and Firebase for real-time data storage and communication, reducing data retrieval time by 30% compared to the previous system.

FUNCODE

Kazakhstan (*Remote*)

Lead Developer (6 mos.)

Apr 2023 – Sep 2023

- Led development of a Python-based coding-teaching platform in Unity, that improved student learning efficiency by 25%.
- Assembled a secure backend for handling code submissions and user authorization in Python-Flask.

DYNAMITE STEW

Dallas, TX, USA (*Remote*)

Unity Developer (2 yrs.)

Jun 2021 – May 2023

- Developed game mechanics and AI for 3+ online multiplayer games that collectively reached 10,000+ downloads and browser plays.
- Contributed to the winning team in 3 game jams, including [Party Jam](#) and [Together Jam](#) by GameJolt, leading to opportunities to pitch games to major publishers like Xsolla, Amazon Game Services, tinyBuild and more.

Unity Developer (6 mos.)**Dec 2020 – Jan 2021**

- Assisted in the development of an online social role-playing VR game (Elysium VR), creating new game mechanics and optimizing multiplayer interactions for up to 60 concurrent players in a virtual environment.
- Gained extensive experience using Git for collaboration, managing repositories, and navigating the GitHub environment for version control, issue tracking, and teamwork.

FREELANCE**Freelance Developer and Private Tutor****Feb 2017 – Present**

- Fulfilled 50+ client requests, building games, web services, and mobile apps, providing tailored solutions to meet specific project goals.
- Tutored 100+ students in programming, offering personalized lessons and guidance in topics such as game development, web development, and software engineering.
- Built a reputation for delivering high-quality work and fostering client satisfaction through clear communication and timely project delivery, gaining 9,000+ subscribers on a [personal YouTube channel](#).

COMMUNITY AND LEADERSHIP**TEAM MELON****Founder and Director (4 yrs.)****Feb 2021 – Jan 2025**

- Assembled and coordinated a team of indie game developers, artists, and musicians from around the world, fostering a collaborative and creative environment.
- Directed the creation of 5+ award-winning indie games for game jams hosted by Datorium, Brackeys and GameJolt, gaining recognition for innovation and creativity.
- Published 4+ games to big gaming platforms such as Google Play Store and Steam, overseeing all stages of development from concept to release.

GOOGLE STUDENT DEVELOPER GROUP @ SENECA**Technical Co-Lead****Oct 2024 – Present**

- Delivered a master class in developing an online multiplayer game with 90+ students attending.
- Fostered a supportive and inclusive developer community of 250+ members by promoting participation in coding events, hackathons, and tech talks.

EDUCATION**SENECA POLYTECHNIC****Computer Programming****Sep 2023 – Jun 2025**

- GPA: 4.0
- Achieved A+ grades in all courses during the 2nd and 3rd semesters, demonstrating consistent academic excellence.
- Completed hands-on C/C++, JavaScript and Python workshops as part of coursework, focusing on advanced programming techniques, debugging, and algorithm design.

JOHNS HOPKINS CTY (CENTER FOR TALENTED YOUTH)**Modern Cryptography Certificate Program****2021**

- Completed coursework focused on advanced cryptographic principles and techniques.
- Applied cryptographic methods to develop Leaderboard Creator, an easy-to-use online leaderboard integration tool for the Unity game engine, being used actively in 5,000+ games.
- [Leaderboard Creator](#) is ranked among the top 50 highest-rated tools on itch.io, showcasing practical applications of cryptographic principles and gaining community recognition.

PROJECTS**HELLGRINDER****Stylized First-Person Shooter made in Unity****Aug 2020 – Present**

- Original prototype made in 48 hours as a submission to [Miz Jam 1](#), earning a Top 10 placement in the game jam.
- Invited by [Steam](#) to Summer Steam Fest 2023, planned for a future full release.
- Integrated Steamworks SDK for multiplayer game publishing and platform-specific features such as matchmaking and achievement handling.

TORCH GUY**2.5D Tile-based Procedurally Generated Roguelike Game made in Unity****Jan 2021 – Nov 2023**

- Base version made in 7 days for [Blackthornprod Jam #3](#), ranked 56th in the game jam.
- Later remastered and published to the [Google Play Store](#) in 2023.

SUB-OPTIMAL (MADE WITH DYNAMITE STEW)**2-4 Player Online Co-op Underwater Adventure Game****Jun 2021 – Jul 2021**

- Developed in 2 weeks for [GameJolt's Party Jam](#), landing 2nd place among other entries.
- Programmed various game logic and handled online multiplayer networking using Photon Unity Networking (PUN).

KNIGHT RIDER: ARSENAL (MADE WITH DYNAMITE STEW AND TEAM MELON)

Retro-styled Adventure Game Featuring Characters from Knight Rider & Airwolf

Jul 2022 – Aug 2022

- Co-directed the development of a game featuring 3 different game modes coming from a collaboration of developers, artists and musicians from two indie teams.
- Handled game logic, implemented a custom animation system in Unity, and integrated [LootLocker](#) for handling online leaderboards.
- Featured on [G4TV](#) and on an [article](#) published to LootLocker's website.

UNITY TWITCH CHAT INTERACTIONS

Open-source Twitch Chat Command Integration Tool for Unity Games

Jul 2022 – Jan 2024

- Developed a Unity plugin for Twitch chat command integration, allowing users to interact with Twitch streamers through a live chat.
- Gained experience in open-source project development and support, garnering over 30 stars on the [GitHub repository](#)!

DAN.NET

Open-source Custom Networking Stack for Unity Games

Sep 2022 – Dec 2025

- Built a client-server authoritative online multiplayer networking solution, supporting event-based and stream-based networking.
- Designed to be cross-platform, by operating over HTTP and WebSockets. Check out its demo usage here: <https://net.danqzq.games>

COTTAGEVILLE (MADE WITH TEAM MELON)

Cozy Metaverse Game made in Unity

Dec 2022 – Nov 2023

- Directed the development of a cozy cottage decorating simulator, where players can design their own virtual environment and invite their friends to see what they are up to, chill out and listen to some epic lo-fi tunes.
- Awarded with 3rd place in the [Winter MelonJam 2022](#) games, resulting in further development and a full release on [Steam](#).

LEADERBOARD CREATOR DISCORD BOT

Discord Bot Extending Leaderboard Creator

Sep 2023 – Jun 2025

- Made a bot that allows developers using [Leaderboard Creator](#) to display their games' leaderboards in their Discord servers.
- Running on Node.js and executing tasks asynchronously in 80+ Discord servers, verified by Discord.

LITTLE DAN COMPUTER

Assembly Simulator

Jul 2024 – Jan 2025

- Developed a simplified computer model based on LMC (Little Man Computer) with a custom instruction set, leveraging Unity C#.
- Built a backend server in Go, dedicated to hosting user-made projects on cloud, including [itch.io API](#) for user authorization.

FOOD FIGHTERS

Cross-platform Gamified Nutrition App

Mar 2025 – May 2025

- Co-developed a gamified mobile app using React Native that turns every meal into an opportunity for health improvement, by awarding users based on the healthiness of the meals they intake.
- Implemented a backend server that handles meal image recognition and diet plan generation utilizing OpenAI.
- Made for [Seneca Hackathon 2025](#). We came back only with a 1L bottle of premium maple syrup.

SP1DR

Open-source ASCII-based 3D Game Engine

Jun 2025 – Present

- Developing an open-source, entity-component-system (ECS) based 3D game engine using ASCII rendering, enabling lightweight visualization of 3D environments directly in terminal or text-based interfaces.
- Built modular and extensible engine components to support future expansions into multiplayer simulation, advanced lighting, and integration with other C++ libraries or engines.