

Daniel Skalik

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WORK EXPERIENCE

Esanti Games s.r.o.

May 2023 – Jul. 2024

Unity Developer

Remote

- Developed core gameplay systems for **Secret of the Deep**, including a flexible quest system, dialogue framework, and custom visual scripting tools to support designer workflows.
- Worked with designers to translate gameplay ideas into practical, engine-ready systems, contributing to both rapid prototypes and final production features.
- Designed gameplay systems with scalability and maintainability in mind, enabling seamless integration of new content and minimizing rework.

Universe Island LLC

Oct. 2021 – Dec. 2022

Unity Developer

Remote

- Implemented online multiplayer systems for **Universe Island** using Mirror Networking, including player synchronization, networked gameplay logic on frontend and backend.
- Integrated Ethereum-based NFT functionality using Moralis, allowing players to connect wallets and use on-chain character skins and items.

Retrobot s.r.o.

Oct. 2019 – Dec. 2021

Unity Developer

Ostrava, Czechia

- Developed core gameplay systems across **Koopartaci**, **Iconic Garage**, and **Epicars**.
- Designed and built over 20 mini-games for Koopartaci, combining unique mechanics with efficient, reusable systems to enhance player engagement and gameplay variety.
- Implemented live-service features such as tournaments, clans, daily quests, seasonal events, leaderboards etc.

Virtuloc s.r.o.

Jul. 2021 – Dec. 2021

Unity Developer

Ostrava, Czechia

- Built a real-time virtual showroom platform using Unity and DarkRift Networking, including a custom RPC system for efficient and secure client-server communication.
- Implemented a dynamic environment system allowing users to customize and persist virtual spaces with changes to layout, media, avatars, and visual assets.

Craneballs s.r.o.

Oct. 2018 – Oct. 2019

Unity Developer

Ostrava, Czechia

- Developed and integrated systems for **Medieval Smackdown**, such as Battle Pass progression, subscriptions, and live events, including UI components, backend logic, and reward mechanisms.
- Implemented and optimized UI flows for various in-game features, enhancing user experience across Android and iOS platforms.

EDUCATION

VSB – Technical University

2016 – 2019

Majors – Computer Science

Ostrava, Czechia

SKILLS & INTERESTS

- **Technologies:** Unity, C#, Networking (Mirror, Photon, DarkRift), Addressables, HLSL/GLSL, Shader Graph, Wwise, Git, Python, Java
- **Hard Skills:** Debugging, Optimization, UI Development, Multiplayer Systems, Custom Inspector/Editor Tools
- **Soft Skills:** Problem-Solving, Adaptability, Team Collaboration, Time Management, Cross-Disciplinary Communication, Feature Ownership
- **Interests:** Board games, Climbing, Clay Sculpting, Calisthenics, Boy Scouts Leader, OneWheel