

DANIEL BOGHOSSIAN

danielboghoss@gmail.com | (818) 913-0673 | danielboghossian.com | [linkedin.com/in/daniel-boghossian/](https://www.linkedin.com/in/daniel-boghossian/)

SKILLS

Languages: C++, C#, C, Python, JavaScript/Typescript, HTML/CSS

Game Development: Unreal Engine, Blueprints, UMG, Unity, Jira, Godot, Post-Processing, Niagara, DoTween, Blender, Airtable, Zenhub, Trello, UI/UX, Figma, Methodologies (Agile, Waterfall, Scrum)

Software Development: Visual Studio/VSC, Object-Oriented Programming, Git, Perforce, Node.js, API Use/Development, SDK Use/Development, Linux, Web Scraping, Web Crawling, AWS, React/Next.js, Angular, Firebase, Three.js, Search Engines

EMPLOYMENT All software projects can be found at <https://github.com/Dg155>

Gameplay Programmer (Unreal, C++, Blueprints)

September 2025 - Present

AppleBomb Games

Remote

- Engineered interactable AI system using inheritance and interfaces, reinforcing scalable and maintainable code practices.
- Developed custom Unreal subsystems for AI and debugging, improving developer workflow and code organization.
- Designed a dynamic audio system enabling seamless music transitions and layered sound effects during gameplay.
- Collaborated with a cross-functional team of programmers, artists, and designers to refine features and workflows.

Web Developer (Wix Studio, JavaScript)

July 2024 - Present

Media City Design

Burbank, CA

- Led the development of 6+ client projects, leveraging Wix Studio, and HTML/JavaScript to deliver user-focused websites.
- Designed and structured multiple user interface layouts to present information clearly and engagingly.
- Partnered with clients to organize their needs, ensuring effective communication and exceptional user experiences.
- Collaborated closely with the company head to brainstorm designs, define objectives, and delegate tasks.

SELECTED PROJECTS All game projects can be found at <https://dg155.itch.io/>

FELLCHASER: Co-Lead/Programming Lead (Unreal, C++, Blueprints)

9 Months

Personal Project

Irvine, CA

- Co-led team of 12 people using Unreal Engine 5.3 to develop a rogue-like hack and slash, with over 40,000 installs on [Steam](#).
- Facilitated weekly team meetings, 1:1s, playtesting sessions, and retrospectives across multiple departments.
- Organized and distributed major programming objectives among 3 engineers, breaking down tasks and providing feedback.
- Engineered procedural generation algorithm in C++, allowing designers to manipulate and fine tune patterns in engine.
- Utilized behavior trees / AI controllers to implement a multiphase boss battle, providing players a challenging end goal.
- Conducted 60+ playtesting sessions across multiple months, fine-tuning player interactions and overall gameplay experience.

EnKore: Network Programmer/UI Engineer (Unreal, C++, Blueprints)

10 Weeks

UCI Multiplayer Game Course Project

Irvine, CA

- Utilized Unreal Engine 5 to develop an online multiplayer first-person shooter with multiple unique characters and abilities.
- Collaborated with a multi-department team of 13 peers, showcasing strong teamwork and collaboration skills.
- Leveraged Perforce source control to coordinate implementation of C++ and Unreal changes alongside other developers.
- Implemented the online connection and lobby system by utilizing Unreal's Online Subsystem Steam API within C++.
- Engineered player specific UI elements within a multiplayer context using C++, providing users with real-time information.
- Maximized player experience by conducting 20+ playtesting sessions over the span of 10 weeks, iterating on user feedback.

Musical Madness: Team Lead/Programmer (Unity 2D, C#)

7 Weeks

UCI Video Game Development Club Quarterly Project

Irvine, CA

- Led a dedicated 6 person team in the development of a top-down pixel shooter / dungeon crawler game, made in Unity.
- Adopted agile production strategies by scheduling meetings and sprints, effectively coordinating progress and work flow.
- Established the source control infrastructure utilizing Git, providing efficient collaboration tools for the development team.
- Implemented various crucial game elements, such as procedural generation of the dungeon and the enemy combat system.

EDUCATION

Bachelor of Computer Science, Bachelor of Game Development

Graduated: June 2024

University of California, Irvine

Irvine, CA

- **GPA:** 3.98 - Dean's Honor List
- **Merits:** Head of Programming - Video Game Development Club, Student Admin - Game Development and Interactive Media Program, Member - Informatics and Computer Science Student Council
- **Related Coursework:** Object-Oriented Programming, Game Systems and Design, Coding in Game Engines