

DANIEL BOGHOSSIAN

danielboghooss@gmail.com | (818) 913-0673 | danielboghoossian.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, Post-Processing, Niagara, DoTween, Blender, Airtable, Zenhub, Trello, UI/UX, Figma, Methodologies (Agile, Waterfall, Scrum)

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

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

Gameplay & Systems Engineer (Unreal, C++, Blueprints)

September 2025 - Present

AppleBomb Games

Remote

- Collaborated with a fully remote team to develop a stealth, physics-driven platformer published on [Steam](#) with 5K+ wishlists.
- Built subsystems in C++ for dynamic audio/visual feedback, reducing designer setup time ~30% and improving modularity.
- Developed boss battle using behavior trees with custom tasks, services, and decorators, delivering a climactic finale.
- Built modular C++ camera shake system, enabling blending of multiple shake patterns and faster designer-driven iteration.
- Engineered interactable animal AI system using inheritance/interfaces, supporting 10+ game actors with scalable design.
- Created C++ hit trace component for dynamic enemy and trap attacks with improved performance and flexible tuning.

Web Developer (Wix Studio, JavaScript)

July 2024 - October 2025

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](#).
- 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 & 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.
- 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 & Engineer (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.
- Facilitated weekly team meetings, 1:1s, playtesting sessions, and retrospectives across multiple departments.
- Established the source control infrastructure utilizing Git, providing efficient collaboration tools for the development team.
- Built procedural dungeon generation system using modular rooms and bit-wise operations, enabling gameplay replayability.

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