

PETER SZALAI

Game Developer | Unity Expert | C# Programming

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https://peterszalai.com/

PROJECTS

EasyStick

<https://peterszalai.com/projects/easystick/>

EasyStick is a top-down view open-world RPG. In the game, players level up, which makes the enemies stronger.

• Lead Developer | PC | Unity 2D | C# | UI | Top-down | RPG

Slow Mo Gun

<https://peterszalai.com/projects/slow-mo-gun/>

Take control of your gun and flip it to reach new levels and defeat enemies in your path. Move forward and pop the balloons in intense shootouts.

• Lead Developer | Mobile | Unity 3D | C# | UI | URP | Google Play Console

Slow Mo World

<https://peterszalai.com/projects/slow-mo-world/>

How high can you get? Perpetually jumping from one platform to the next, you can do slow motion and you need to avoid the death.

• Lead Developer | Mobile | Unity | C# | Hyper Casual | Google Play Console

Minesweeper 3D

<https://peterszalai.com/projects/minesweeper-3d/>

If you can do the game in 2D then also can you do that in 3D? A simple Minesweeper game with the basic logic but in 3D!

• Lead Developer | WebGL | Unity 3D | C# | Game Jam | Retro Remake

Dark of Eternity

<https://peterszalai.com/projects/dark-of-eternity/>

Play in a magical life of adventure where you have to go through frightening and dark places in order to save your only healthy, immune friend.

• Lead Developer | PC | Unity 3D | C# | HDRP | Puzzle-Platform

AI Simpsons

<https://peterszalai.com/projects/ai-simpsons/>

This project aims to be online 24/7, and be an interactive community experience where users can suggest the direction the show goes in.

• Lead Developer | Unity | Javascript | OpenAI API | FakeYou API | Node.js

LANGUAGES

Hungarian

Native



English

Advanced



SKILLS

Unity 2D/3D C# UI URP

Post Processing Google Ads SDK

OpenAI API NavMesh ML-Agents

DOTween JSON Node.js

Javascript Git Blender VR

Optimization Smart Lighting 2D

FakeYou API HDRP Marketing

EXPERIENCE

Lead Unity Developer

Useless Game Studio

📅 2020 - 2023 📍 Hungary

- Led the development of several games that were successfully released on Google Play. Actively participated in the entire development lifecycle, from concept to final release.
- Designed and implemented custom user interface (UI) elements to enhance the overall user experience of the games. The UI design was tailored to fit the specific needs and aesthetics of each game.
- Implemented unique gravity mechanics to introduce innovative and engaging gameplay experiences. By incorporating distinctive gravity features, the games offered players a fresh and captivating experience.
- Ensured a hyper-casual gaming experience by focusing on simplicity and addictiveness. Created gameplay mechanics that are easy to pick up and play, yet challenging enough to keep players engaged over time.
- Executed and managed Facebook marketing campaigns to promote our games effectively. Developed strategies to target specific demographics and maximize user acquisition, engagement, and retention.
- Implemented various optimization techniques to enhance the performance and efficiency of the projects.