

DANIEL ILETT

Game Development & Computer Graphics

danielilett.com [Daniel Ilett](https://www.youtube.com/DanielIlett) [daniel-ilett](https://github.com/daniel-ilett) [in daniel-ilett](https://www.linkedin.com/in/daniel-ilett) [@ danielilett@gmail.com](mailto:danielilett@gmail.com)

EXPERIENCE & PROJECTS

Unity Tutorial Creator & Unity Insider

[YouTube Channel](https://www.youtube.com/DanielIlett) & danielilett.com

📅 Apr 2020 – Present

Created game development tutorial videos on YouTube and on my website on a wide range of topics, focusing primarily on Unity and shaders. Related code is hosted [on GitHub](https://github.com). Became a Unity Insider in Feb 2022.

Unity Asset Pack Developer

[Unity Asset Store](https://unity.com), itch.io

📅 Jan 2020 – Present

Developed a range of shader plugins, including post-processing shaders (*Snapshot Shaders Pro*, *Blur Shaders Pro*), Shader Graph-based hologram effects (*Hologram Shaders Pro*), and PS1-style retro effects (*PSX Shaders Pro*).

Unity Shader Book Author

[Building Quality Shaders for Unity](https://www.amazon.co.uk/dp/B098765432)

📅 Sep 2021 – Oct 2022

Authored a book about HLSL and Shader Graph, covering topics such as texturing, transparency, depth, lighting, compute shaders, tessellation, profiling, and post processing.

Technical Artist (Freelance)

[This Means Warp](https://www.thismeanswarp.com), [Outlier Games](https://www.outliergames.com)

📅 Feb 2021 – Present 📍 Remote

Developed a series of shader effects including an energy shield, freeze effect, and warp gate for a cooperative roguelike PC game called *This Means Warp*.

Shader Developer (Freelance)

[Kraken Adacemy](https://www.krakenadacemy.com), [Happy Broccoli Games](https://www.happybroccoli.com)

📅 Jul 2020 – Sep 2020 📍 Remote

Developed outline and colour grading shaders for a PC/Switch adventure game called *Kraken Academy*.

VFX Developer (Freelance)

[CUE Cards](https://www.cuecards.com), [Avid Games](https://www.avidgames.com)

📅 Apr 2020 – Sep 2020 📍 Remote

Created visual effects and shaders including burn, stat boost, and card shatter effects for an Android/iOS card game called *Cards, the Universe and Everything*.

PROFILE

I am a keen game developer based in the UK with a passion for education through my YouTube channel and website and a focus on shaders and visual effects. Together with my PhD research field, which is High Dynamic Range video on mobile devices, my deep interest in the field of computer graphics and visuals can be seen clearly.

I will happily consider remote work anywhere, or in-person work in and around the Coventry area, transport allowing.

EDUCATION

PhD (Engineering)

[University of Warwick, UK](https://www.warwick.ac.uk)

📅 Sep 2018 – Present

Research topic: High Dynamic Range video content delivery on mobile devices

Computer Science MEng (First Class with Honours)

[University of Warwick, UK](https://www.warwick.ac.uk)

📅 Sep 2014 – Jun 2018

4th year group project: "Patchworks", an asymmetric multiplayer level creation and platforming game

3rd year individual project: "Honeycomb", a 3D game renderer and scripting language

SKILLS

Unity Shader Graph HLSL Shaders
Video Editing C# Matlab
Affinity Designer DaVinci Resolve
Git/GitHub HTML/CSS/JS

President, Exec Member

University of Warwick Game Design Society

📅 Feb 2015 – Mar 2022

Refined leadership, public speaking and community management as President (2018-22). Previously enhanced graphic design skills as Media Officer (2017-18), budget management as Treasurer (2016-17), and safety-consciousness as Health and Safety officer (2015-16).

Co-founder, Exec Member

University of Warwick Nintendo Society

📅 Nov 2014 – Mar 2022

Co-ordinated with Warwick SU to establish the society officially. Managed society finances as Treasurer and created publicity resources and strategy as Publicity Officer.

Associate Tutor, Logic & Verification Module

University of Warwick Computer Science Department

📅 Jan 2019 – Apr 2019

Delivered seminar classes to students for the first seven weeks, followed by workshop sessions for three weeks.

Demonstrator, Formal Systems Development Module

University of Warwick Computer Science Department

📅 Oct 2018 – Dec 2019

Assisted running lab sessions for the module, helping students complete lab sheets each week.