

Daniel Bryant

Video Game Developer

Unreal Engine 5 | C++ | HTML | CSS | JavaScript



Contact Information:

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My Skills:

- Unreal Engine
- C++
- JavaScript
- HTML
- CSS
- Graphic Design
- Project Management
- GitHub Repository Management
- Level Design
- UI/UX Design

My Education & Certificates:

- Currently Enrolled @SNHU Pursuing a B.S. Game Programming & Development
- AI Pair Programming with GitHub Copilot
- C++ Essential Training
- C++ Design Patterns: Structural
- C++ Development: Advanced Concepts, Lambda Expressions, and Best Practices
- C++ Programming Professional Certificate by OpenEDG C++ Institute

ABOUT ME

Hello! I'm Daniel Bryant, the founder of Kloud Pixel Studios, where I develop original video games in Unreal Engine, C++, HTML, CSS, and JavaScript. With experience in programming, graphic design, web development, and more, I blend technical skill with creative vision to deliver polished, immersive projects every time! My focus is on building interactive experiences that engage players and tell stories that last!

PROJECTS & EXPERIENCE

Starwood Hollow – 2D Side-Scrolling Platformer

Technologies: VS Code, C++, Canva

Role: Lead Developer & Designer

- Developed core gameplay systems including combat mechanics, enemy AI, and high-score systems.
- Designed and implemented responsive UI/UX for menus, HUD, and player interactions.
- Published the paid title on itch.io.
- Released regular updates with bug fixes and new content.

Can O' Whoop Azz – Stickman RPG Side-Scroller

Technologies: VS Code, HTML, CSS, JavaScript, Canva

Role: Lead Developer & Designer

- Built chaotic combat system featuring diverse weapons and ability upgrades.
- Implemented progression loop and branching dialogue system.
- Optimized performance for browser-based deployment.
- Released as a free-to-play title on itch.io, achieving [insert player count/engagement metric].

The Trenches – Realistic Story-Driven Zombie FPS

Technologies: Unreal Engine 5.6, Blueprints, Blender, Canva, Audacity, Gaea, Q

Role: Lead Programmer & Designer

- Implementing advanced AI behavior trees for enemy hordes.
- Prototyping narrative-driven gameplay sequences with cinematic scripting.
- Building modular environment systems for efficient level design.
- Developing high-fidelity graphics pipeline leveraging UE5.6 features.

Hellfire: Ascension From Evil – Horror Puzzle FPS

Technologies: Unreal Engine 5.4, Blueprints, C++

Role: Lead Developer & Designer

- Designing puzzle mechanics with dynamic difficulty scaling.
- Implementing immersive environmental storytelling using lighting, sound, and VFX.
- Prototyping core horror systems including sanity effects and player feedback loops.