



# Dan Makfinsky

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## Profile

Senior Unity Developer | Technical Lead | Graphics Programmer

Senior Unity developer and technical lead with 15+ years of experience building games, interactive experiences, and real-time 3D applications. Deep expertise in Unity gameplay systems, graphics, tools, and performance optimization across PC, mobile, and AR/VR. Proven track record leading teams, owning complex systems end-to-end, and shipping production software for games, museums, government clients, and commercial products. Founder of Factory Studios with prior AAA, indie and enterprise experience.

## Experience

### **FOUNDER | LEAD UNITY DEVELOPER, FAKTORY STUDIOS; SILVER SPRING, MD – MAY 2024 - PRESENT**

- ▶ Founded and operated an independent game and tools studio focused on Unity-based games, developer tooling, and educational products
- ▶ Designed and built multiple Unity systems including gameplay mechanics, editor tools, diagnostics utilities, and reusable frameworks
- ▶ Led end-to-end development including architecture, implementation, polishing, packaging, and deployment
- ▶ Created technical education content and production-ready Unity assets focused on real-world workflows and best practices

### **SENIOR GRAPHICS PROGRAMMER, LORIC GAMES; MCCLEAN, VA – OCT 2022 - APR 2024**

#### *Echoes of Elysium*

- ▶ Served as senior graphics and gameplay programmer on a multiplayer RPG built in Unity
- ▶ Owned and developed character and rendering-related systems with a focus on performance, scalability, and visual quality
- ▶ Collaborated with designers, artists, and engineers to integrate gameplay features and visual effects into production builds

- Diagnosed and resolved complex rendering, animation, and runtime performance issues

**DC STUDIO LEAD | TECHNICAL LEAD, DELOITTE; ARLINGTON, VA – APR 2017 - OCT 2022**

- Led the DC-based engineering studio within the Digital Reality group
- Managed and mentored multidisciplinary teams delivering serious games, interactive exhibits, and AR/VR experiences
- Oversaw technical architecture, production pipelines, and delivery for government and enterprise clients
- Acted as hands-on technical lead while coordinating scope, timelines, and quality standards

**SENIOR PROGRAMMER, CORTINA PRODUCTIONS; MCCLEAN, VA – MAR 2015 - APR 2017**

- Lead developer for Unity and WPF-based interactive museum exhibits
- Sole developer on an iOS Unity-based augmented reality table featuring 30+ image targets with 3D animation, video, and interactive UI
- Owned system architecture, implementation, testing, and on-site installation

**TECHNICAL ARTIST, EA BOWARE; FAIRFAX, VA – MAR 2008 - NOV 2011**

*Warhammer Online: Age of Reckoning, Ultima Forever: Quest for the Avatar*

- Built automation tools and pipeline systems to improve art integration efficiency
- Developed scripts and applications in C#, C++, MaxScript, and JavaScript
- Worked closely with artists and programmers to resolve production bottlenecks
- Mentored team members on scripting and technical workflows.

## Education

**M.S. Technology Entrepreneurship**

University of Maryland | 2018 - 2020

**B.S. Game Programming**

University of Advancing Technology | 2010 - 2013

## Skills

Game Development:

Unity 3D, Gameplay Systems, Character Controllers, Animation Systems, Multiplayer Foundations, Tooling, Performance Optimization, Debugging

Programming:

C#, C++, JavaScript, PHP, Shader Development, Editor Scripting, Runtime Systems

Graphics & Technical Art:

Rendering Pipelines, Shaders, VFX Integration, Asset Pipelines, Automation Tools

Platforms:

PC, Mobile, AR/VR, Kiosks, iOS

Tools:

Unity, Visual Studio, Git, Jira, Blender, Adobe Creative Suite