



Martin Danihel

Game Developer

Gameplay · Multiplayer · Systems

PERSONAL

AGE 28
BORN 15 Apr 1998
LOCATION Trnava, SK
NATIONALITY Slovak

LINKS

PORTFOLIO
martindan.tech

SOULBOUND
[Steam](#)

FISH & CHILL
[Steam](#)

LANGUAGES

Slovak ●●●●●
English ●●●●●

SKILLS

Gameplay
Smooth gameplay ●●●●●
GML / Game Maker ●●●●●
Godot / GDScript ●●●●●
C# ●●●●●
Unity ●●●●●
Combat, VFX ●●●●●
UI / UX ●●●●●
Shaders ●●●●●
Spine 2D ●●●●●
Performance ●●●●●

Multiplayer
SteamWorks ●●●●●
Steam P2P ●●●●●
TCP / UDP ●●●●●
Dedicated servers ●●●●●
Headless servers ●●●●●
Game communications
infrastructure ●●●●●
Google Play Services ●●●●●

Backend
Google Cloud ●●●●●
Kubernetes ●●●●●
Docker ●●●●●
Postgres / SQL ●●●●●
PHP ●●●●●
Linux / VPS ●●●●●
Retool ●●●●●

Workflow
Git ●●●●●
Linear / tickets ●●●●●
Sentry ●●●●●
Cursor / Claude ●●●●●
MCP / AI agents ●●●●●
TypeScript ●●●●●
Localization ●●●●●

ABOUT ME

I'm a gameplay programmer with **5+ years** professional experience and **15+ years** making games (yes I started as a kid). I focus on **core mechanics, combat, UI, smooth 2D gameplay** and visuals. I also work with backends, networking, **Kubernetes, Google Cloud**, real-time balancing and **Steam P2P**.

Currently I'm a core developer on the live **online MMORPG Soulbound: Online**. I'm a big fan of **Godot** and **Game Maker** and I prefer them for their **snappy workflow**, strong results and UIs I feel at home in. I also work with **TypeScript**. Working in a team has always come naturally to me. I've never had issues with people — we trusted each other, and I can be relied on.

EXPERIENCE

Engineer

2023 — 2026

Spiderware · Soulbound: Online

- Core developer on **Soulbound: Online**, a live **online MMORPG**.
- **Smooth 2D gameplay** feel — combat, abilities, dungeons, UI and visuals.
- Performance, networking and **server-authoritative** multiplayer.
- **Steam P2P, Google Cloud** and **Kubernetes** in production.

Junior Game Developer

2021 — 2023

Digifox s.r.o.

- Contributed as lead programmer on **Planetary Strike**: combat, visuals, backend and storyline.
- VFX, UI and **minimax AI** for opponent logic.

Online tutor

2021 — 2023

Side job · one-to-one

- One-to-one online tutoring for children.
- Reliable, overtime when needed, clear explanations.

Automation engineer & robotics

2019 — 2021

Stellantis

- **Siemens PLC, STEP 7** and **TIA Portal**.
- Fault analysis and troubleshooting on production lines.

Production technical monitor

2017 — 2019

Stellantis

- **ABB** and **Fanuc** robotics.
- Monitoring of automated production cells.

SELECTED PROJECTS

- **Fish & Chill** — solo **Godot** game (design, code, UI, overlay). On **Steam**.
- **Live game admin** — Retool / Kubernetes / Postgres balancing without a new build.
- **Web & VPS** — crash reports, Steam demo access, live stats for martindan.tech.
- **Dialogue Manager** — NPC graphs, flags, localization; export to GameMaker and Godot.
- **Game jams** — Chlastala Vista, The Last Generation, River Crosser (48h).

EDUCATION

Technical high school

2014 — 2017

Electrical technician · automation technology

- Slovak school-leaving exam (maturita) in electrical engineering and automation.