DANNY FETTER

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SUMMARY

Junior software engineer with strong CS fundamentals (GPA 3.96) and hands-on experience building interactive applications and tools in Python, TypeScript/JavaScript, Java, and C++. Motivated and task-oriented, evidenced by shipping a live VR music-creation game and multiple web projects. Skilled with Git, Agile practices, and cloud technologies. With a solid foundation in both technical and people skills, I bring discipline, determination, and a user-first mindset to developing reliable, high-quality software that drives success.

TECHNICAL SKILLS

Languages: Python, TypeScript/JavaScript, Java, C++, HTML/CSS
Frameworks & Platforms: Horizon Worlds (TypeScript API), Unity (basic), Unreal Engine (basic)
Tools: Git, Jira/Trello, AWS (Route53/S3 basics)
Audio & Multimedia: Ableton Live, Pro Tools, VSTs, Mixing & Mastering
Soft skills: Team facilitation and leadership, communication, conflict resolution, project coordination and organization, adaptability in dynamic environments.

PROJECTS

Astro Beat Lab – VR Music Creation Game (TypeScript) • **2025 – Present**
- Built a real-time, beat-synchronized 25-pad loop system with live control logic and state management.
- Designed multiplayer network interactions, an inventory system and user interface for immersive collaboration.
- Managed full development lifecycle: task planning, scripting, testing, and deployment.
- Published and maintained live world on Meta Horizon (web/VR).

Web EPK Sites – Freelance (AWS-Hosted) • **2020 – 2023**
- Developed responsive artist EPK and portfolio sites using HTML/CSS and lightweight JavaScript.
- Integrated audio playback features and handled AWS cloud deployment and updates.

Ongoing **AI/ML Experiments** – Self-Directed • **2022 – Present**
- Ran local LLaMA-based models and studied fundamentals of PyTorch/TensorFlow.
- Exploring systems and applied AI with focus on assisting productivity and enhancing output.

EXPERIENCE

Audio Engineer – Studio & Live • **2014 – 2023**
- Recorded, mixed, and mastered projects using professional DAWs and hardware signal chains.
- Collaborated with musicians and production teams to meet creative and technical requirements under deadlines.

EDUCATION

B.S. in Computer Science – Southern New Hampshire University, GPA: 3.95 • **Expected 2027**
- Relevant Coursework: Programming (Python/Java), Data Structures & Algorithms, Object-Oriented Design, Discrete Math, Software Engineering.

Diploma in Audio Technology • SAE Institute NYC • **2015**
- Studied sound and audio behavior in physical space along with its management and engineering from the digital and analog domains using a range of technology from software to traditional analog studio equipment.