Daniel Baccarella
COMPUTER SCIENCE MAJOR • GITHUB.COM/BACCARELLAD

LANGUAGES

Java
C#
CSS
HTML 5
MIPS Assembly

OTHER SKILLS

Adobe Creative Suite

Game World Design / 3D Modeling – gamemaps.com/details/12097

COMP SCI. COURSES

Computer Science I
Computer Science II
Computer Science III
Systems Fundamentals I
Theory of Computation
Foundations of Comp. Sci.

HACKATHONS

Cemtrex Game Coding Challenge 2018 – Leap motion Controlled Rhythm Game (Won)

Hackhealth 2018 – Android Pedometer game app

Hack @ Cewit 2018 – Experimented with vr game creation

EXPERIENCE

GAME DEVELOPMENT INTERN• CEMTREX VR • JULY 2018 - CURRENT
Worked on a game that used leap motion hand tracking technology for the user interface and gameplay controls for release on the Cemtrex SmartDesk. Also ported to oculus go VR Headset and released on the Oculus Store. Game built using Unity and C#.

EDUCATION

COMPUTER SCIENCE ASSOCIATES • 2017 • SUFFOLK COUNTY COMMUNITY COLLEGE
Graduated with a 3.9 GPA and Highest Honors. Member of Phi Theta Kappa.

COMPUTER SCIENCE BACHELORS • ONGOING • STONY BROOK UNIVERSITY
3.49 cumulative GPA - Expected Graduation in 2019

PROJECTS

QUAZAR – SUMMER 2018
(Description in experience section)

STARSHIP OVERDRIVE – CURRENT
A top down shmup game built on JavaFX. Custom game engine built in Java.

METRO MAP MAKER – FALL 2017
A subway map creation tool, with pathfinding tools and json export for use in a corresponding web app.

MINESWEEPER (MIPS ASSEMBLY) – SPRING 2017

OWLZ – SPRING 2017
A club management and ticket purchasing web app using Thymeleaf for templating and Spring Boot for the backend.

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