

Daniel Carmichael

Software / Game Developer

Creative Software Developer with a background in game-development and digital art. Experience with web development, mobile applications, and Unity and Unreal game engines. A fast learner and dedicated team member.

Contact

Address:

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Phone:

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Skills

Object-Oriented Programming

Data Structures

Algorithms

Databases

Software Development

Blockchain

Digital Art (2D & 3D)

Software

Visual Studio, Git

Ethereum

Unity, Unreal Engine 4

MS Word, Excel, Powerpoint

Adobe Illustrator, Photoshop

Languages

Programming

C++, C#, Blueprints VS, Solidity
HTML, CSS, Javascript, PHP, SQL

Spoken

Native English
Conversational Japanese

Education

2021 - Master of Science: Computer Science

2021 UW-Whitewater - Whitewater, WI

2015- Bachelor of Arts: Media Arts and Game Development

2020 Minors in Computer Science and Japanese Studies
UW-Whitewater - Whitewater, WI

Work Experience

2021 - Graduate Assistant

2022 UW-Whitewater - Whitewater, WI

- ◆ Teach supplementary material
- ◆ Assist students with classwork and university life
- ◆ Develop computer science department website

2019 - Game Developer & Digital Artist

2021 Clopas LLC - Platteville, WI

- ◆ Develop art assets for text-based adventure game

2019 - Technology Lab Assistant

2021 UW-Whitewater - Whitewater, WI

- ◆ Assisted students with lab technology
- ◆ Operated large format printers

Extracurricular & Projects

2017- Game Development Club

2020 UW-Whitewater - Whitewater, WI

- ◆ Collaborate on game development projects

2019- University Band

2020 UW-Whitewater - Whitewater, WI

2019- Game Jams & Hackathons

2022 Global Game Jam 2019 - 2022, Ludum Dare 47

Links

Personal Website

benevolentwhale.github.io/portfolio/

LinkedIn

linkedin.com/in/daniel-carmichael-9757b0186/

Selected Classwork

CS796 - Matrix Methods / Data Mining
CS778 - Software Specification & Verification
CS766 - Advanced Databases
CS736- Image Processing & Computer Vision
CS733 - Advanced Algorithm Design

CS476 - Software Engineering
CS412- Computer Org / System Programming
CS382 - Server-Side Scripting
CS223- Data Structures

CS789 - Graduate Capstone Project
CS776 - Advanced Software Engineering
CS738 - Algorithms in the Real World
CS735 - Optimization Techniques
CS732 - Machine Learning

CS433 - Theory of Algorithms
CS366 - Database Management Systems
CS381 - Javascript & DHTML
CS215 - Discrete Structures