

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**
2020 **Development** 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

Game Development Portfolio
benevolentwhale.itch.io

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