

Dan Respress

A student at Kennesaw State University, currently pursuing degrees in both Software Engineering and Computer Game Development.

Seeking a programming/development position in the gaming and software industry.

EDUCATION

Kennesaw State University — Dual Major in Software Engineering/Computer Game Design and Development

August 2018 - May 2023

Majoring in Software Engineering and Game Development to acquire a wealth of pertinent skills to the development of interactive, user-centric software and applications. Strong interest in developing/programming for game-specific workflows.

PROJECTS

Indie Game Development— Kitchen Synk Studios LLP.

August 2020 - PRESENT

Developed and shipped title under limited time constraint as participation of competitive game development event. Utilized effective teamwork and coordination to achieve the goals of the project. Development of the project required extensive use of Unity and Perforce.

Reception of the project led to the formation of Kitchen Synk Studios LLP., a small company under which future, personal projects can be released.

Website Development— danrespress.com

February 2021 - PRESENT

Developed and managed personal website in Adobe Dreamweaver as a portfolio of work and projects. Hosted through GitHub under custom domain.

WORK EXPERIENCE

Freelance PC Building/Repair

July 2020 - PRESENT

Researched and sourced computer components to assemble PC, meeting the client's specifications and budget. Work also included on-site installation.

Reasor's Landing Marina — Retail and Storekeeping

May 2018 - August 2020

Worked as a store clerk, honing crucial skills in effective communication and responsibility.

PO Box 722
Jackson, GA 30233
(770) 676-8377

daniel.respress1@gmail.com
danrespress.com
[linkedin.com/in/dan-respress](https://www.linkedin.com/in/dan-respress)
kitchensynk.itch.io

SKILLS

Programming in C#, C++, Java, Python, Matlab, HTML.

Experience with developing games in Unity 3D and Unreal Engine 4.

Familiar with utilizing an object-oriented workflow for games and related software.

Utilizing source Control with Perforce and GitHub for collaborative projects.

Experience with using Blender for game asset creation workflows.

Experience utilizing Adobe Suite (Photoshop, Premiere Pro, Illustrator), Gimp, Aesprite, etc. for digital art workflows.

Web Development with Adobe Dreamweaver and website hosting through GitHub.

Excel in effective and positive communications.

Able to provide an effective and methodical approach to analyzing and solving problems.

Effectively blend management skills with technical expertise