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## EMPLOYMENT OBJECTIVE

To contribute to an organization's success through the use of my professional specialization in game and web development.

## TECHNICAL SUMMARY

Skills: Creative Writing, Project Management, Computer Maintenance, Software Installation, Computer Hardware, Responsive Web Design, Game Development, Object-Oriented Programming (OOP), Video Editing, Windows

Programming languages: C#, C++, Python, Java, PHP, HTML, CSS, Laravel Framework, JavaScript, jQuery, Linux,  SQL, Node JS, React JS

Application: Microsoft SQL Server, SQL, Microsoft Word, Adobe Photoshop, Google Suite Programs, Trello, Visual studio, Visual Studio Code, Unity, GitHub Desktop

## EDUCATION

IT Programming (Diploma)                                                September 2018 – May 2020
NSCC IT Campus, Halifax, NS

## RELEVANT WORK EXPERIENCE

Lead Developer/Team lead                                                December 2019 – Present
Vex Monsters, Passion Project
Monstrous Entertainment, Halifax NS
Vex Monsters is a fantasy 2D platform game, where you save monsters from an evil mysterious villain. This game development in the Unity game engine with C#. The project is managed using the AGILE Software development Methodology. The tickets are tracked by using Trello.

- Supervise, Delegated tasks and Coordinated workload of 3 - 5 workers while meeting the changing project needs
- Lead the project from it's initial phase and adapted with the changing priority as the project evolved
- Initiated and Implemented peer to peer Code review
- Set Coding Best Practices and Standard
- Coded using C# interactions and menus
- Developed, maintained and debugged the C# code and Unity functionality
- Wrote user Stories and technical requirements
- Implemented Source Control using Github
- Conducted Weekly Scrum/Check Ins
- Learn more about Vex Monsters: https://dangerousdaniel.github.io/dd-vexMonsters.html

Developer                                                    May 2022 – June 2022
Current Studios, Halifax, NS
Current Studios is a cross-disciplinary development team that is known for bringing digital content to life in innovative ways. Their clients span from ad agencies to publishers, and to brands. Their portfolio is equally diverse with work in experiential technology in web, apps and bots using augmented reality, machine learning, social bots and studios like SparkAR and Snap Lens.

- Worked with using Node JS, and React JS for frontend development and SQL for backend
- Developed, maintained and debugged the  Node JS, React JS and SQL code using VSCode
- Worked with a multiple disciplinary team composed of Frontend, backend developers, QA and management..
- Used Git Labs as Source Controlled
- Team used  Scrum methodology with daily stand up, bi weekly Sprints
- Project: Re-build D&D Spells in React JS and Node JS: https://dangerousdaniel.github.io/dd-nodeJS.html

Senior Developer                                      November 2019 – March 2020
Nova Scotia Community College, Halifax, NS
The NSCC IT Job Far is for students, companies and organizations to come together to network and explore career development opportunities. This is an opportunity for students to complete a work term (5 weeks; unpaid or paid) or a co-op (15 weeks; paid) every spring.

- Lead team of 7 junior developers in handling various development tasks in support of the IT Job Fair
- Front-end and back-end development in Laravel Framework
- Maintaining a Project Board on Trello and GitHub
- Website: itjobfair.ca

Junior Developer                                          April 2019 – May 2019
Nova Scotia Community College, Halifax, NS
- Worked on developing an online trading card game, Digital Negotiator.
- Developing the Home Page, Player's page, and responsive design
- This involved using HTML and CSS to create the website.
- The team used GitHub to assign tasks.
- Used Git  as Source Control
- Learn more: https://dangerousdaniel.github.io/dd-digitalNegotiatorSpring2019.html

**RELEVANT VOLUNTEER EXPERIENCE**

IT Technician                                                  May 2017 - Present

Dartmouth Learning Network, Dartmouth, NS

- Diagnose computer problems, monitor computer processing systems, install
- software and perform tests on computer equipment and programs.
- Set up computer equipment, schedule maintenance and teach clients to use
- programs.
- Perform computer repairs and computer parts ordering.
- Maintain an inventory of over 40 computers.


**ADDITIONAL SKILLS**

- Quick-learner, exceptional versatility and adaptability
- Knowledge of software development methodologies (object oriented and structured)
- Sense of responsibility and initiative in project development and control
- Good teamwork spirit, maintain good communication with co-workers and management
- Available to work overtime and on short notice
- Great trouble shooting skill with Source code, SQL, and Hardware