

Daniel Cox
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Portfolio Website: dangerousdan996.com
Monstrous Entertainment itch Page: monstrous-entertainment.itch.io

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, Test Cases

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

Application: Microsoft SQL Server, SQL, Microsoft Word, Adobe Photoshop, Google Suite Programs, Trello, Visual studio, Visual Studio Code, Unity, Godot 4, 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
Monstrous Entertainment, Halifax NS	

Monstrous Entertainment is making 2D / 2.5D / 3D retro style indie games! Our mission is to build video games with unique game mechanics that have never been seen before. We primarily use Godot 4 and Unity. The game projects are managed using the AGILE Software development methodology with kanban boards.

- Supervise, Delegated tickets and Coordinated workload with the small team, 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
- Designed, layouts, mockups, wireframes, class diagrams, and flowcharts
- Set Coding Best Practices and Standards
- Coded, maintained, debugged the game mechanics, backend game managers, User Interface and dialogue.
- Wrote user stories and technical requirements
- Implemented Source Control using GitHub
- Conducted Weekly Scrum/Check Ins
- Learn more: <https://monstrous-entertainment.itch.io/>

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: DnD Spells Recreation 2022: dangerousdan996.com/article/6

Senior Developer

November 2019 – March 2020

Nova Scotia Community College, Halifax, NS

The NSCC IT Job Fair 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.

- Part of NSCC IT Job Fair & Conference- 2020 as a team coordinator
- 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, CSS, and Bootstrap 3 to create the website.
- The team used GitHub to assign tasks.
- Used Git as Source Control
- Learn more: dangerousdan996.com/article/4

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