

## Experience

### Piper, Inc.

Game Developer

October 2016 - Present

- Designed and Developed music sequencer level with full drum kit and one octave with recording functionality and dynamic length/bpm.
- Built a GUI system using PyQt to control level selection, updating, wifi selection, language settings, volume settings, and ingame HUD.
- Created sound and video utilities to allow for easy playing of audio and video.
- Modified pieces of Irrlicht Engine and Minetest to add custom support for special Lua API calls, such as releasing mouse control from the game.
- Built out multiple Lua scripts to modify how Minetest is played to suit our needs for Piper.
- Implemented a mini-game level with simple pathfinding on a grid system to ensure that the programmatically generated level was beatable.

### SKULLY

Lead Experience Engineer

February 2016 - July 2016

- Built a Three.js/WebGL VR experience of our helmet to be used on a phone with a local webserver hosting the experience.
- Designed and implemented the VR experience in Unity to be deployed as a standalone app for iOS and Android, working with Google Cardboard and Gear VR.

### SKULLY

Software Developer

July 2015 - February 2016

- Built website using handlebars.js for templating and html/css/javascript for frontend, using Bootstrap 3 for responsiveness.
- Implemented an NGINX server on a Docker image for easy testing and deployment to AWS Elastic Beanstalk.
- Designed a workflow using Gulp.js to build minified source files, compress images/videos, compile handlebars templates, build docker image, and deploy to AWS.
- Implemented eCommerce solutions, and was featured by Shopify for implementation of their "Add to Cart button" swapping.

### Kinetech Arts / Kineviz Studios

Software Engineering Intern

February 2015 - June 2015

- Created a full-stack web application to visualize tweets and audio data in a 3D world using Node.js, Three.js, Physi.js, and WebGL.
- Integrated support for Oculus Rift, Wii Balance Board for movement, and Microsoft Kinect.
- Designed and built server architecture to allow for tweets to be pulled into the 3D scene in real time with specific hashtags.
- Presented the project for Autodesk's 3D Webfest 2015 ([Video](#)).
- Project can be viewed here: [vrdatalandscape.com](http://vrdatalandscape.com)

# Danny Gillies

Software Developer

[gillies.daniel@gmail.com](mailto:gillies.daniel@gmail.com)

845-825-1645

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## Education

### **B.S. Computer Science**

University of San Francisco

August 2013 - May 2015

### **B.S. Computer Science w/ Game Programming concentration**

Marist College

August 2011 - May 2013

## References

### **Donald Burlock, Creative Director**

[burlock9225@gmail.com](mailto:burlock9225@gmail.com)

317-213-1513

### **Josh Bloom, VP of Product**

[joshbloom@gmail.com](mailto:joshbloom@gmail.com)

415-823-8271

## More Information

- For a more detailed profile, check out my [LinkedIn](#)
- View my open source projects and code samples at [GitHub](#)
- Website: [dannoldg.com](http://dannoldg.com)