Danny Gillies

Software Developer

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Experience

Piper, Inc.

Game Developer   October 2016 - Present

- Designed and Developed Music Sequencer Level to include full drum kits, octaves, and recording functionality with dynamic length and bpm.
- Built GUI system using PyQt to control level selection, wi-fi, language and volume settings, and in-game HUD.
- Created sound and video utilities for playing of audio and video.
- Expanded the customization of Minetest through multiple Lua scripts.
- Developed custom support for special Lua API calls using Irrlicht Engine and Minetest.
- Added pathfinding AI to ensure a programmatically generated level was beatable.

SKULLY

Software Developer / Lead Experience Engineer   July 2015 - July 2016

- Developed Three.js/WebGL VR phone experience where the SKULLY helmet was connected to the user's phone.
- Designed and Implemented in Unity the VR experience for iOS and Android for the Google Cardboard and Gear VR.
- Built and Maintained the SKULLY website using JS/HTML/CSS and Bootstrap 3.
- Launched NGINX server with a Docker image for testing and deployment on AWS.
- Designed a workflow to build minified source files, compress images/videos, build docker images, and deploy to AWS.
- Featured on Shopify for my implementation of their "Add to Cart Button".

Kinetech Arts / Kineviz Studios

Software Engineering Intern   February 2015 - June 2015

- Created a full-stack web application using Node.js, Three.js, Physi,js, and WebGL to visualize tweets and audio data in a 3D world.
- Developed support for Oculus Rift VR, Microsoft Kinect and Wii Balance Board
- 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

Education

B.S. Computer Science

University of San Francisco   May 2015

More Information

- For a more detailed profile, check out my online resume or LinkedIn
- View my open source projects and code samples at GitHub
- Website: dannoldg.com

References

Donald Burlock, Creative Director
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