

# DANIEL HAYNES

## Software Engineer

### CONTACT

email@danielhaynes.info  
(480) 398-5731  
www.danielhaynes.info

### EDUCATION

B.S. in Computer  
Science in Progress  
Glendale Community

### SKILLS

Unity, C#, C++,  
JavaScript, HTML5,  
CSS, React, GIT

## EXPERIENCE

### **Software Engineer - Age of Learning, Inc** **May 2014 / April 2018**

- \* Delivered multiple games on strict deadlines while maintaining clean code.
- \* Played a prominent role in leading team of software engineers and animators in converting from internal JavaScript framework to the Unity game engine.
- \* Maintained highly reusable code databases to ensure games continued to exceeded expectations from upper management.
- \* Constantly went beyond the requirements of my position to help instruct fellow engineers in best principles, saving the company development time.

### **Front-End Developer - Age of Learning, Inc** **April 2013 / May 2014**

- \* Programmed interactive educational games for children using JavaScript, HTML5 and CSS.
- \* Worked closely with game designers, artist and animators to review curriculum requirements assets and possible complications prior to beginning game development.
- \* Managed and completed multiple projects simultaneously using agile scrum methodologies.
- \* Worked diligently with little supervision and often did overtime to meet tight deadlines.

### **Quality Assurance Analyst - Treyarch** **June 2012 / April 2013**

- \* Worked closely to development team on the multiplayer mode of Call of Duty: Black Ops II.
- \* Identified multiple bugs and described how they occurred within the gaming environment.
- \* Collaborated with programmers to establish best test case scenarios.