

DANIEL HAYNES

Software Engineer

CONTACT

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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.