

# Daniel Madan

Game Developer, Software Designer, Social Media Manager

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## PROFILE

Creative software developer, specializing in interactive media and user experience, currently seeking a full-time position in computer science or information technology fields. Graduate of Queen's University on the Dean's Honor List. Experienced in game design and project management through leading my own development studio and peer projects.

## SKILLS

### Technical

Unity/C#: 3 years of experience.    HTML/CSS: 2 years of experience.    Python: 3 years of experience.    JavaScript: 1 year of experience.

### Communication

Project management: I have experience leading and communicating with team members in a collaborative environment.

Time management: I have experience creating long-term plans for software and game development projects to maintain a productive schedule for myself and my team.

Game design documents: I have created game design documents for school assignments on multiple occasions, receiving perfect marks every time.

## EDUCATION

### Queen's University, Kingston — *Bachelor of Arts*

2019 - 2024

BA - Computing + Film & Media with Distinction (GPA in top 3% of academic year)

Cumulative GPA of 3.7 on a 4.3 GPA scale

Dean's Honor List (2020-2021 Academic Year, 2024-2024 Academic Year)

### Principles of Game Design, Michigan State University

JUN 2020

## WORK EXPERIENCE

### Richmond Hill Country Club Day Camp, Richmond Hill – *Sports Specialist*

SUMMER 2023, SUMMER 2024

Worked as a summer camp counselor, specializing in teaching children between the ages of 6-12 sports such as tennis, badminton and soccer. As a result of my hard work, I received a Staff of the Week award from my supervisor.

Primary responsibilities:

- Improved my creative thinking skills by developing a wide array of exercises, drills and activities for the campers.
- Used my adaptive teaching skills to modify activities for a variety of age groups and skill levels, leading to high levels of camper engagement.
- Engaged with and assisted younger counselors with their activities to maintain an optimistic working environment

## World Community Grid, Toronto – *Communications Intern*

MAY 2022 - MAY 2023

Completed a year-long internship position as the communications intern at grid computing software company World Community Grid.

Primary responsibilities:

- Researched and wrote 20 news articles and project update messages for the company website to inform and excite volunteers about new developments.
- Answered customer questions through emails/forum messages in a professional and concise manner.
- Managed the company's Twitter, Facebook and LinkedIn profiles, using my communicative skills to tailor unique updates for each platform.
- Expressed my verbal and communicative skills in Zoom meetings with collaborators to discuss potential news stories.

## PROJECTS

### Stellar Synergy

JAN 2024 - APR 2024

Acted as one of the primary programmers and scenario planners for Stellar Synergy, a co-op 2D platformer that uniquely tests players' communicative and teamwork abilities. Additional details about the game can be found [on my personal website](#).

Received universal praise and positive feedback from our teacher and peers. At the school's annual Creative Computing Showcase, the project was given the [Best Videogame Award from the department's faculty](#). It was subsequently used by the professor as an example of innovative use of novel technology in the following year's class.

### Queenslayer

SEPT 2022 - PRESENT

Acts as the primary programmer and co-lead designer of Queenslayer, a 2D fighting game emphasizing fast, arcadey and highly replayable gameplay. Additional details and the link to a free demo of the alpha build can be found [here](#).

### Soleil Survivor

AUG 2024 - OCT 2024

A top-down arcade-like survival game where the player must avoid spotlights in a closed environment. Publicly released on [Steam](#) in Spring 2024.

### Descendant

APR 2024 - JUL 2024

A 2D dungeon exploration game with roguelite elements and turn-based RPG combat. Controlling a team of 4 characters, the player explores a mysterious cave filled with dangerous enemies, mystical locations and unclaimed treasure. Publicly released on [Steam](#) in Summer 2024.

### Scrabbleman

JAN 2024

A word puzzle game that combines elements of Hangman and Scrabble. The objective is to solve a series of word-guessing puzzles while strategically choosing uncommon letters. Publicly released on [Steam](#) in Spring 2024.

## REFERENCES

### Louise Berube, NABS Canada

Former employer

[lberube@nabs.org](mailto:lberube@nabs.org)

### Dr. Igor Jurisica, University of Toronto Health Network

Former employer

[juris@ai.utoronto.ca](mailto:juris@ai.utoronto.ca)