

DANIEL REPKO

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Summary of Skills

Unity Programmer • C# Programmer

- Aspiring game programmer that has made one full (unreleased) game
- Specialty is Unity and C# programming
- Knowledgeable in HTML/CSS, Java, Swift, Android Studio, Xcode, and C++
- Self-taught skills in UI (User Interface) design

Education

College Diploma: Game Programming

September 2019 – Present

St. Lawrence College

- Received **Academic Distinction** in the first year
- Maintained a **GPA of 3.8/4.0**

Advanced Diploma: Mobile Applications Development

September 2015 – April 2019

St. Clair College

- Received **Academic Distinction** for all but the final semester
- Maintained a **GPA of 3.8/4.0**
- Created a full children's platforming game (with one other person) for the final project
- Compiled a GDD (Game Design Document) for the entire project

Work Experience

St. Lawrence College, Cornwall, Ontario

September 2020 – Present

Residence Advisor

- Spoke with and consoled students dealing with stress from classes and living situation
- Assisted in holding monthly residence meetings
- Created various posters to notify students about announcements, activities, and information

St. Lawrence College, Cornwall, Ontario

September 2019 – March 2020

IT Service Support

- Provided assistance to staff and students with IT concerns and questions
- Maintained confidentiality of personal information of staff and students
- Ensured that the three computer labs remained in proper working order

Eastside Mario's, Windsor, Ontario

October 2014 – August 2019

Total Aquatic Technician

- Maintained proper sanitation of all dishes, utensils, and cookware
- Communicated with cooks and servers to ensure that they were fully supplied with their needed items (i.e. pots and pans, cutlery, cups, etc.)