

# DANIEL REPKO

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<https://danielrepko.github.io/>

## Summary of Skills

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### Unity Programmer • C#/C++ Programmer

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

## Education

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### College Diploma: Game Programming

*September 2019 – April 2021*

St. Lawrence College

- Learn how to create games using a Unity Game Engine and C++
- 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 final project

## Work Experience

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**St. Lawrence College**, Cornwall, Ontario

*September 2020 – April 2021*

**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.)