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Top Skills

Unity
C#
Unreal Engine 4

Daniel Smirnoff

Current Computer Science student at San Francisco State University
Belmont, California, United States

Summary

Student studying in Computer Science, I have an interest in game design/game programming. Most of my experience stems from game jams and personal projects. Additionally, I'm working with a small team at my university's game development club to develop a small game as a side project.

Experience

GoMango Inc.
Prototype Developer
July 2021 - August 2021 (2 months)
San Francisco Bay Area

Interned at GoMango, focusing on developing a working prototype for their user created educational courses.
-Built a drag and drop prototype of a course creator, allowing users to add multiple widgets to the screen, including media files, buttons, text boxes and customizable text.
-Used a combination of NodeJS, CraftJS and React to develop the prototype.

Education

San Francisco State University
Bachelor's degree, Computer Science · (August 2023 - June 2025)

Sierra College
Bachelor's degree, Computer Science · (2021 - 2023)

Whitney High School
High School Diploma · (August 2017 - June 2021)