Daniel Boghossian

Game Developer

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Skills Statement

Skillful and industrious college student working on a degree in computer science/game development. An outgoing team player who has a positive attitude. Searching for an internship/position that will help me utilize my experience and passion for entertainment, development, and interactive video games. Seeking an opportunity to prove my innovative skills, be an asset and learn to be a contributor.

Skills

Programming Languages
- C#
- C++
- C
- Python
- Javascript/Typescript
- HTML/CSS

Game Development
- Unity (3D/2D/VR)
- Unreal Engine
- Godot
- Blender
- Maya
- Methodologies (Agile, Waterfall, Scrum)
- Trello
- Figma

Software Development
- Visual Studio Code
- Node.js
- Express.js
- Git
- Perforce
- React/Next.js
- Angular
- Web scraping

Experience

BestLogic Staffing
Game Development Intern – Rocky Hill, CT (Remote)   **01.2023-Current**
- Developing an interview simulator within a professional context using 3D Unity.
- Documented development roadmap from planning/pre-production to launch/post-production.
- Researched target audience and current state of interview simulation games.

Informatics and Computer Science Student Council
Software Developer – Irvine, CA   **10.2022-Current**
- Developing GraphQL API along-side peers to improve the lives of students academically.
- Capitalized Notion and Scrum methodology to facilitate project progress.
- Reconstructed existing codebase from Python into Typescript.
- Incorporated Node.js as a backend and server environment.
- Implemented Cheerio/Axios node packages to develop a web scraper on the UCI catalogue.
- Utilized the Prisma database to store the scraped data.
- Communicated between multiple software departments, employing Git source control to exchange code

UCI Video Game Development Club
Project Lead, Producer, Programmer – Irvine, CA   **03.2022-06.2022**
- Led game development project using Unity engine and Git source control
- Managed a team of 6 students utilizing Agile methodology to create a Top-Down Pixel shooter/dungeon crawler.
- Scheduled weekly meetings which facilitated conversation between departments about production progress.
- Created game design document / UML diagrams to maintain organization.
- Implemented procedural generation, level design/structure, combat system, and quality assurance using C#.

Hughes Media and Design Lab
Game Programmer – Irvine, CA   **10.2021-06.2022**
- Team collaborative game development project in Virtual Reality Unity, using Git source control.
- Improved on the existing codebase by utilizing cleaner design and fixing bugs
- Improved ability to work with other programmers in order to overcome difficult tasks.
- Strengthened code flexibility and readability.
- Implemented core game features using C# (Locomotion, UI/UX, Scene Transitions).

Projects

Designed and Created Half a Dozen Personal Video Games   **06.2020-Current**
- Danielboghossian.com

UCI Game Dev Department Student Admin   **08.2022-Current**
- Create and provide platforms to facilitate connection between students and teachers

Created Website to Stay in Touch with Long Distance Friend   **01.2023**
- Coded using React / Next.js along with a Firebase backend
- Email log in authentication
- Utilized Firebase database to exchange messages

Developed RPG Browser Game using Hand Gestures   **12.2022**
- hand-js-browser-game-dg155.vercel.app

Implemented Multiplayer Matchmaker system   **10.2022**
- Utilized Playfab SDK and Fishnet within Unity

Programmed Discord Bot   **12.2021**
- Coded in Python utilizing multiple APIs to provide user interaction

Education

University of California, Irvine   **2020 - Current**
Bachelor of Computer Science
Bachelor of Game Development
Expected Graduation: June 2024
GPA 3.98 - Dean's Honor List
Relevant Coursework: Linear Algebra, Discrete Mathematics, Data Structures, Analysis of Algorithms, Visual Design