Daniel Boghossian

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SUMMARY

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

CORECOMPETENCIES

- Developed Virtual Reality Game
- Coded games in C#, C++, Unreal & Unity
- Led team in game development
- Experience with SDKs and APIs

- Multi-tasker who can handle multiple projects
- Designed 3D objects in Maya, Blender
- Hard working and detail-oriented individual
- Created UI/UX elements for multiple projects

PROFESSIONAL EXPERIENCE

UCI Video Game Development Club – Irvine CA

Project Lead, Producer, Programmer (C #, Unity)   03.2022-06.2022
- First leadership position in a game design project.
- Managed a team of 5 students 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.

Hughes Media and Design Lab – Irvine CA

Programmer (C #, Unity)   10.2021-06.2022
- Team collaborative game development project.
- Starting midway through development, I 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 (Locomotion, UI/UX, Scene Transitions).

SKILLS

Computer Science
• Language Experience - Proficient in Python, C#, C++, HTML, CSS, Javascript, R, SQL / Currently learning Java
• Game Engine Experience – Unity, Unreal
• Familiar Software - Eclipse, Visual Studio Code, Jupyter, Git, .NET, Node.js, Express.js, Angular

General
• Language Skills - Fluent in Armenian and English, entry-level Japanese and Spanish
• Team Strengths - Strong Communication, Critical Thinking, Problem Solving and Customer Service

EDUCATION

University of California, Irvine
Bachelor of Computer Science, Bachelor of Game Development 2020-2025, GPA 3.9 – Dean's List
Relevant Coursework: Linear Algebra, Discrete Mathematics, Data Structures, Analysis of Algorithms