

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 use my passion for entertainment, interactive games, motion pictures and television. Looking for an opportunity to show my skills, be an asset and learn in my field to be a contributor.

CORE COMPETENCIES

- Developing Virtual Reality Game
- Coded games in C#, Unreal & Unity
- Led team in game development
- Multi-tasker who can handle multiple projects
- Created Discord Bot Using APIs in Python
- Hard working and detail-oriented individual

PROFESSIONAL EXPERIENCE

UCI Video Game Design Club – Irvine CA

Co-Lead, Producer, Programmer (C #, Unity)

2022-current

- Invented and pitched game idea to school club.
- Worked with a team of 5 students to create a Top-Down Pixel shooter / dungeon crawler.
- First leadership position in a game design project
- Scheduled weekly meetings to report state of the game, assign tasks to students, and receive updates on previously assigned tasks
- Strengthened leadership skills and C# knowledge

Hughes Media and Design Lab – Irvine CA

Programmer (C #, Unity)

2021-2022

- Team collaborative game development project.
- Started midway through development, learned how to catch up and read all the already implemented code and algorithms.
- Improved ability to work with other coders in order to achieve a difficult task.
- Strengthened flexibility on my code to help others read and understand it.
- Implemented core game features

SKILLS

Computer Science

- Language Experience - Proficient in Python, C#, C++, HTML, CSS / Previous Experience in R / Currently learning Java
- Game Engine Experience – Unity, Unreal
- Familiar IDEs - Eclipse, Visual Studio Code, Jupyter

General

- Language Skills - Fluent in Armenian and English, entry-level Japanese and Spanish
- Team Strengths - Experienced Communication Skills and Customer Service

EDUCATION

University of California, Irvine

Bachelor of Computer Science, Bachelor of Game Development 2020-2025, GPA 3.8 – Dean's List