Danish Bukhari

4333 Kelsey Dr. | Syracuse, NY 13215 | (315) 569-8630 | dbukhari807@gmail.com

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EDUCATION

B.S. in Game Design & Development, Rochester Institute of Technology, Rochester, NY (2015)
GPA: 3.68/4.00

SKILLS

- Proficient in C#, JavaScript, HTML, CSS, Visual Studio, Unity
- Familiar with Java, C++, SQL, XML, Objective-C, Swift 1.0, MySQL, XCode 6.2, GameMaker Studios 2
- Basic Exposure to Prolog

WORK & ACADEMIC EXPERIENCE

Lake Effect Applications, LLC | Syracuse, NY   April 2016 – Jan. 2019
Game Design Software Engineer

Designed and developed a series of UI systems for Trigger Fist G.O.A.T., a mobile third-person shooter that released on iOS January 2019. http://www.triggerfistgoat.com/

- Learned NGUI plugin for Unity which was used to create responsive menus to accommodate multiple device screens.
- Designed and developed the game's menus and functionality to the requirements of the customer.

Amazon.com, Inc. | Seattle, WA   May 2014 – Aug. 2014
Software Development Engineer Intern for Amazon GameCircle

A summer internship where I spent three months creating an application in Unity that would take GameCircle achievement data and display it on a globe in real-time.

- Learned to become proficient in a game engine called Unity, which allowed me to easily display the data in 3D space.
- Created an internal web service in Java that communicated with other internal services to collect analytical data used to determine game popularity.
- Learned how to integrate Amazon SNS and SQS with my service and application, which allowed me to easily send data from my web service to my Unity application.

Rochester Institute of Technology | Rochester, NY   Jan. 2015 – May 2015
Production Studios

A team project where we created a tower defense game designed to teach children how to read, built in Unity using C#. My responsibility was to program the gameplay.

- Programmed word generation code for the game, completed my portion of the project in time allowing me to assist my teammates in completing theirs.
- Resolved problem of random word generation that team was experiencing by creating a random generation sequence that excluded duplicate words and accounted for each word only once as initially intended.

PROJECTS

Mortal Meal   Dec. 2020 - Current

Developing a third-person horror game for PC with a group of friends using Unity in C#.
https://goblincouncil.itch.io/mortal-meal-demo

Word Puzzle Game   Feb. 2019 - Current

Developing a word puzzle game for iOS and Android using Unity in C#.

GMTK Game Jam 2020   July 2020

A team project where we used GameMaker Studios 2 to develop a game in under 48 hours. My responsibility was to create levels for this project. https://goblincouncil.itch.io/seize-the-servos

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HONORS/ACTIVITIES

- Dean's List 2012-2013, Fall 2013, Fall 2014, and Spring 2015
- RIT Achievement Scholarship
- Interests include gaming, comedy, basketball, running, and cooking