DANI AMIR

972-399-6131| linkedin.com/in/dani-amir | daniamir2001@yahoo.com | daniamir.me

EDUCATION

The University of Texas at Austin, Austin, TX May 2023

Bachelor of Science in Computer Science

Relevant Coursework: Data Structures & Algorithms, Computer Architecture, Operating Systems, Linear Algebra, Game Technology, Game Programming Paradigms, Software Engineering, Object-Oriented Programming

SKILLS

Languages: C, C++, Python, C#, JavaScript, HTML/CSS, Java

Technologies: Unreal Engine 4, Unity 3D, React Native, Godot, Selenium, Git, GNU Debugger, Visual Studio, Perforce

WORK EXPERIENCE

Dolby Laboratories June 2023 – August 2023

VR Software Developer Intern

- Designed and shaped a realistic virtual island environment using Unity's terrain editor, incorporating water, trees, and props to create an immersive demo for the Dolby.io Virtual Worlds plugin
- Successfully integrated the Dolby.io Virtual Worlds plugin into the demo, showcasing its ability to enable real-time high-quality audio communication, deliver 3D spatial audio, and increase the number of people you can hear in a virtual world
- Prepared comprehensive and user-friendly documentation detailing the integration process of the Virtual Worlds Plugin into external Unity projects and documented the new components and features introduced by the plugin
- Implemented networked multiplayer VR support for the demo using Photon

Electronic Arts May 2022 - August 2022

Software Engineer Intern

- Used **C++** to develop and improve internal debugging tools for The Sims 4 by creating shortcuts for filtering audio and VFX information, adding additional debugging logs, and adding shortcuts to display audio and animation information simultaneously
- Designed and implemented a fast-loading mode that bypasses the main menu of the game and loads straight into Live Mode, which improved game startup time

PROJECTS

Automaton

- A horror game developed in **Unity 3D** where the player must collect clues, evade enemies, and escape a mansion
- Designed and implemented an enemy AI using a behavior tree with behaviors such as chasing, killing, patrolling, and stalking
- Designed and implemented an AI director script in **C#** that gives hints to the enemy AI about the location of the player

Soccer Simulation

- A 5 vs 5 soccer game developed using **Unreal Engine 4**
- Designed and implemented an AI class for the players on the pitch
- Implemented behaviors such as dribbling, chasing the ball, and returning to home positions in **C++**

VR Simon Says

- VR Simon Says game developed using **Unreal Engine 4**
- Developed and designed a crowd simulation using **Niagra** and animations
- Implemented gameplay functionality such as interacting with buttons, advancing in rounds, winning state, and losing state using **Blueprints**

Boulder Run

- A game developed using **Unity 3D** where the player must reach the top of a hill while avoiding boulders
- Designed and created a streamlined UI for the main menu of the game
- Efficiently reduced lag and managed memory by implementing a script to delete unused game objects, which led to a 15% increase in frame rate