DANI AMIR

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EDUCATION

The University of Texas at Austin, Austin, TX

Bachelor of Science in Computer Science

May 2023

Relevant Coursework: Introduction to Programming, Data Structures & Algorithms, Computer Architecture, Operating Systems, Linear Algebra, Game Technology, Game Programming Paradigms

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

PROJECTS

Boulder Run (2021)

- A game developed using Unity 3D where the player must reach the top of a hill while avoiding boulders
- Implemented a custom character controller coded in C# which allows third-person camera rotation and movement
- 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

Soccer Simulation (2021)

- 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++
- Used behavior trees to execute certain tasks based on conditions on the soccer pitch

Wipeout (2021)

- A game developed using the Godot engine where the player must get through an obstacle course and reach the trophy at the end to win
- Designed and created an obstacle course in Godot with 4 different obstacles
- Implemented scripts in C++ to animate the obstacle course and detect when the player has won
- Designed and implemented a networked multiplayer system that supports up to 2 players

Get Me Hired (2020)

- Hackathon project aimed to better prepare students trying to acquire internships by allowing interns with previous experience to share their experiences
- Worked as a team lead to refine the scope of the project and coordinate the implementation
- Designed and developed frontend with JavaScript using the React Native framework

Sneaker Bot (2020)

- Built a bot coded in **Python** to automate the purchase of limited-edition shoes
- Automated web scraping using Chromedriver from the Selenium package
- Reduced checkout time by more than 10 seconds compared to manual checkout

WORK EXPERIENCE

Semone's Family YMCA, Dallas, TX

July 2017 - August 2019

Lifeguard

- Ensured the safety of over 100 patrons a day in the pool and on the pool deck
- Maintained the cleanliness of the pool deck as well as the chlorine and pH levels of the water