DANI AMIR

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EDUCATION

The University of Texas at Austin, Austin, TX   May 2023
Bachelor of Science in Computer Science
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

VR Simon Says (2021)
- 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**

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