Daniel Schenker

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|  | 1. English 2. German | |
| Programming Skills & Experience | | | |
|  | **Languages:** ActionScript, C, C++, C#, GML, HTML, Java, PHP, XML  **Operating Systems:** Linux, OS X, Windows  **IDE’s:** Code::Blocks, Eclipse, GameMaker, Jeroo, MonoDevelop, Visual Studio  **Engines:** SGE, Unity  **Programs & Tools:** Adobe Photoshop, Command Line Interpreters (multiple), FL Studio, Nant, Paint.NET, WiX (Windows Installer XML Toolset), Wix (Web development platform), Windows Installer (msi) and many more.  **Version Control & Related:** Assembla, Bitbucket, Git, GitHub, TortoiseSVN  **Skills:** Quick thinking, scientifically inclined mind with the ability to focus on detail while maintaining organized work, which is all supplemented by a video-eidetic memory. | |
| Experience | | | |
|  | **Lead Developer**  September 2013 – June 2014 Genome Studios *Edmonton, AB*   * Lead video game programmer working on a brand new company’s first project. * Created a video game engine from scratch using C++ and SDL. The Engine had a variety of subsystems such as:   + Physics: Rigid body physics calculations, with the infrastructure ready to implement soft body physics down the road.   + Graphical: By using a master-clone system, resources used were greatly reduced, and allowed for faster loading and unloading.   + Memory: By overwriting the new operator, memory was more efficiently managed in order to reduce fragmentation and unnecessary reloading.   + Artificial Intelligence: Included a state machine, senses system which involved sight, sound, communication and more. Multiple pathfinding algorithms were implemented, and could be combined and modified to create interesting unit movement dynamics.   + File Management: Files could be loaded and saved efficiently through compressed binary files. User content created outside of the game could also be uploaded to the game. * Wrote Technical Design Document. * Moderated the decision making process between areas of work in order to ensure that all groups were aware and capable of chosen plans. * Worked with CEO in hiring process evaluation. * Entire studio’s work put to a halt due to a lack of funding for the project.   **Snowboarding Instructor**  January 2009 – March 2014 Snow Valley Ski Club *Edmonton, AB*   1. Taught snowboarding and occasionally skiing to all ages and skill levels.   **Salesman**  November 2009 – December 2015 Sport Chek *Edmonton, AB*   1. Record highest sales of all employees at location during 1st Christmas season. 2. Train new employees. | |
|  | **Martial Art Instructor**  January 2008 – July 2008 WTTU Family Taekwondo *Edmonton, AB*   1. Taught up to 2nd degree black belts. 2. Taught dual weaponry. | |
|  | **Customer Service / Maintenance**  April 2007 – November 2007 Ellerslie Gift & Garden Center *Edmonton, AB*   1. Tasks included helping customers, plant care, fountain construction, snow shovelling, water flow off canal construction, etc. 2. Seasonal job due to the nature of gardening.   **And more…** | |
| Education | | | |
|  | **Visual & Game Programming**  2011–present Art Institute of Vancouver *Vancouver, BC*   * Specialized physics and artificial intelligence programming.   **Mission Aviation (Flight School & Biblical Studies)**  2010 Prairie Bible Institute *Three Hills, AB*  **High School Diploma**  2007–2010 Strathcona High School *Edmonton, AB*   1. Advanced placement student. | |
| CERTIFICATIONS, Honours & Awards | | | |
|  | **Most Valuable Player of the Year** 2010  Hockey Edmonton  **Level 1 Snowboarding Instructor** 2008  Canadian Association of Snowboard Instructors (CASI)  **DiscoverE Graduate** 2003-2005  University of Alberta   * Graduate of three DiscoverE programs in July 2003, August 2004 and August 2005. | |
| Other Skills and Interests | | | |
| Musician: Drums, saxophone, double bass, Jewish harp and more.  Athelete: Snowboarding, hockey, biking, swimming, basketball, and more. | |
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References and volunteer information available upon request.

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