Anthony-James Cassidy-Dowd

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Graduated with a degree in Computer Science seeking to leverage my analytical and computer programming skills to further my career as a Software Engineer.

RELEVANT WORK EXPERIENCE

Dreamscape Immersive, Culver City California   July 2022 - April 2023

Unity Developer

- Worked alongside an experienced development team to streamline the release of groundbreaking educational VR content
- Gained an in depth understanding of the inner workings of a large scale project with dedicated teams for production: Art, Animation, Audio, Creative, and of course Programming
- Familiarized myself with an entire working registry of code to ensure that best practices were kept
- Gained valuable experience writing unit tests to safeguard changes that could break code for Utility packages
- In charge of blocking out and setting up the functionality of a multitude of UI related pieces
- Provided assistance to necessary teams to implement new assets into the project
- Brought together finished assets from respective teams, Art, Animation, Audio and polished a complete interactive experience by melding with my previously blocked out code
- During crunch time was left in charge of the development of an entire scene which involved pulling together completed art proxy models, readjusting the objects in the scene to fit the new environment, updating the spline path of the player, polishing the timelines with the triggers and VO to ensure the projects continued progression to meet its deadline
- Wrote an array of scripts to implement immersive interactivity for the experience: Dart Interaction, Atomic Laser Interaction, TerraBot Drill, Laser Cutting Interaction, Microorganism Controller, Pressure Sensor Launcher and Controller, IrmaGus Controller, GusScope
- Also wrote scripts to assist UI functionality - DepthMeter to assist the Drill, Oscillation to assist the pressure sensor reading
- Wrote text documents to implement VO from scripts to Subtitle text fields for timeline tracks
- Troubleshot bug fixes reported from QA testing before release

Game Design and Development with Unity Specialization February 2022- Michigan State Unive

- Gained in depth understanding of game worlds, the process of storytelling, gameplay, user experience, game technology, and how they are intertwined.
- Learned level design, game balancing, prototyping, playtesting, and game asset creation techniques.
- Gained extensive knowledge of game idea generation, design documentation, the business side of the gaming industry, and social issues present in games.
- Built a working Solar System model, 2D Shooter, 2D Platformer, 3D Shooter, and 3D Platformer using the Unity Engine.
- Designed and built an Endless Runner from the ground up for my final Capstone Project.

International Experience 2021

- Four months of travel around Europe from August to November 2021. Broadened my outlook on life and taught me to value unique cultures, people and their perspectives.
- Learned to adapt to unforeseen problems and improvise solutions to challenging and unpredictable travel restrictions and intermittent travel mishaps while subject to different rules and regulations of a variety of European countries
- Managed demanding budgeting and planning requirements under volatile travel conditions due to the Covid Pandemic.

- Furthered language and communication skills through contact with a diversity of people and successfully navigated several European countries utilizing verbal and non verbal forms of communication to overcome language barriers.

PREVIOUS WORK EXPERIENCE

MIAX, Princeton NJ   Summer 2019
Corporate Information Technology and Business Strategy Intern
- Spearheaded the rebuild of over 60 desktops and laptops, including hardware removal and preparation for re-imaging, encryption and a variety of office software installations during a major Corporate expansion.
- Played a key role as a team member of Corporate IT, with minimal supervision, ensuring a trouble-free office pc deployment while meeting demanding deadlines.
- Significant exposure to Corporate IT also included, practical experience with PGP encryption and Shell commands, direct involvement with Corporate infrastructure management and distribution of software through SCCM, and hands on troubleshooting and assistance to various parts of the organization.
- As a team member of the Business Strategy Team, was responsible for the organization's key Daily Business Report, which included; creating and distributing the volume and performance metrics.
- Recognized for optimizing the Daily Business Report, by leveraging Excel expertise was able to reduce processing time and mitigate manual errors by automating processes.
- Leveraged expertise from Business Strategy team, applied to BRDs (Business Requirement Documents) to find any discrepancies with Development.
- Gained knowledge regarding the Software Development Life Cycle and the Project Development Life Cycle.

Target, Howell NJ   Summer 2018
Merchandise Flow, Sales, Guest Service Team Member
- Adeptly handled stocking and restocking products for customers in a fast-paced environment with tight deadlines.
- Learned Target's complex restocking system and became intimate with the supporting processes facilitating efficient management of a dynamic environment which demanded a very detail-oriented focus.
- Responsible for addressing customer inquiries which raised challenging interactions and resulted in successful resolution.
- Took charge of remodeling floor presentations with little supervision, involving attention to detail and intuition of Target's branding and marketing demands.
- Provided guidance to other less experienced team members.

EDUCATION

Michigan State University, Game Design and Development with   February 2022
Unity Specialization, East Lansing, MI

Rutgers University, Honors Program,New Brunswick, NJ   Graduated Early - January 2021
Bachelor of Science in Computer Science
Minor in Psychology

FRHSD Magnet Program - Computer Science   Fall 2013 - Spring 2017
Academy Diploma with Honors

Relevant Coursework: Game Design and Development (GDD) 1: 2D Shooter, GDD 2: 2D Platformer, GDD 3: 3D Shooter, GDD 4: 3D Platformer, GDD 5: Capstone Project, Calculus I & II, Discrete Mathematics I &

II, Linear Algebra, Data Structures, Computer Architecture, General Physics, Systems Programming, Principles of Programming Languages, and Principles of Information and Data Management

LEADERSHIP ACTIVITIES

Math Honor Society, Freehold NJ   Fall 2016 – Spring 2017
French National Honor Society, Freehold NJ   Fall 2015 – Spring 2017
Member / Teacher Assistant
- Coordinated tutoring sessions throughout the school year, encouraging positive study habits and recommended additional learning techniques.
- Assisted Teachers with grading assignments and tests.
- Led weekly review of homework and textbook assignments, providing additional guidance.

American Computer Science League, West Warwick,   Fall 2013 – Spring 2017
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Member
- Assisted in the oversight of team preparations for national computer science competition.

SKILLS & INTERESTS

Computer: Proficient in Java Programming, C#, C++, C, Visual Basic, Database and Data Structures, Microsoft Office, Unity Game Engine, Android Studio & SDK Tools, Apple X Code, Blender, Plastic SCM, BitBucket, SourceTree, Atlassian, OneDrive, Javascript, SQL, MongoDB, Git/GitHub Desktop/Bash

Hobbies: Game Design, Gaming, Skiing & Snowboarding, Travel, Rock Climbing, Soccer, Volleyball,

Rugby