

Daniel Jalaliwww.github.com/lin8x | linkedin.com/in/danieljalali**Education****FLORIDA INTERNATIONAL UNIVERSITY**

Computer Science, BA

JUNE 2021 – APRIL 2025

Miami, Florida

Skills

- Software Development:** Python 3, Java, C#, Visual Studio 2019/2022, Lightship, ARDK API, AWS, MySQL, Node.js
Game Development: Blueprint Scripting, Unreal Engine 4/5, Unity 2020-2023, UMG, Blender, VRC SDK, UdonSharp
Operating Systems: HoloLens 2, iOS, Android, Oculus 2/Pro

Relevant Experience**HASH STUDIOS****JULY 2024 – PRESENT 2024**

Miami, Florida

Technical Co-Founder (Software Engineering Focus)

- Managed a *MySQL* database, optimizing storage and retrieval processes for user data like *emails*, Patreon *usernames*, subscription *tiers*, and *visual assets*, ensuring secure handling.
- Developed backend systems in *C#* and *UdonSharp* for Unity menus, focusing on user-interaction that enhanced event management and user experience in VRChat's social environments.
- Engineered a user management menu in *Unity*'s 3D-world space using *C#* and *VRC SDK* for VRChat, allowing network-wide control over roles, bans, and teleportation, with *head tracking* to adjust for avatar size and movement.
- Automated UI code generation with a *Python* script, saving 2-3 hours per project and reducing errors.

FIU ROBOTICS AND DIGITAL FABRICATION LAB**AUGUST 2022 – SEPTEMBER 2024**

Miami, Florida

Student Senior Robotic Lab Assistant

- Developed AR/VR applications to engage children and parents in interactive activities, encouraging physical movement and exploration.
- Conducted research on *VPS* in Lightship for accurate spatial localization and *ARDK* for immersive AR experiences including *object rendering*, event-driven spawning, and real-time progress tracking.
- Led the development of cross-platform interactive applications for *iOS* and *Android*, utilizing *Visual Studio*, *XCode*, and *Android SDK/NDK* to ensure seamless user interaction.
- Worked on an *MRTK* project for *HoloLens*, integrating mixed reality tools with *Vuforia* to create an immersive learning environment, involving object grabbing, menu interactions, and visual tracking to enhance learning with Arduino.

MIAMI-DADE COUNTY**MAY 2024 – MAY 2024**

Miami, Florida

Data Science Intern

- Developed predictive models in *Python*, using *correlation matrix heatmaps* to identify key trends and inform data-driven policy recommendations.
- Designed and presented *Power BI* dashboards analyzing gender-based sentencing patterns, providing insights that guided leadership decisions.
- Utilized *Microsoft Teams* for effective team communication and collaboration, ensuring seamless project coordination.
- Managed version control and project workflows using *Azure DevOps* and *Git*, maintaining code quality and smooth collaboration.
- Presented final project outcomes and reports to senior leadership, including the CIO of Miami-Dade County IT

VEU**MAY 2023 – AUGUST 2023**

Miami, Florida

Lead UdonSharp Developer

- Collaborated with a 9-member team to design a VR world for a significant community event, hosting over 100 attendees.
- Conceived and developed a suite of 12 Unity tools enhancing user experience, including passcode-protected doors, authorized control panels, light management systems, a post-processing user menu, among others.
- Leveraged tools and platforms such as Unity, GitHub, Blender, and Visual Studio 2019 for comprehensive development and integration.

Volunteer Experience

INIT

Product Manager & Director

- Acted as one of three key product managers, guiding a dynamic team of 20 to successfully develop and release a game within a challenging 2-month window.
- Played a pivotal role in the development for the prominent Miami event, "INIT Build," showcasing our team's capabilities on a large stage.
- Strategically scheduled and coordinated meetings using Trello across three departments, ensuring clear communication and synchronization among department leads.
- Seamlessly integrated and managed core development tools such as Unity, GitHub, Blender, and Visual Studio 2019, facilitating smooth project progression and enhancing team efficiency.

OCTOBER 2022 – PRESENT

Miami, Florida

INIT

Product Manager

- Spearheaded a dedicated team of 10, driving the successful development and shipment of a game within an aggressive 2-month timeframe.
- Instituted Trello across three departments, ensuring streamlined workflows and fostering seamless communication between department leads.
- Managed and coordinated essential development tools, including Unity, GitHub, Blender, and Visual Studio 2019, to empower the team and enhance product quality.

OCTOBER 2022 – PRESENT

Miami, Florida

GOOGLE DEVELOPER STUDENT CLUB

Game Development Technology Leader

- Instructed classes on pivotal game development topics including optimization, animations, and scripting, further solidifying a reputation as an industry knowledge bearer and mentor.
- Lauded by the Administrative Team for fostering an environment of mentorship and promoting game development education among peers.
- Honored as the "Developer of the Month" in acknowledgment of unparalleled dedication and consistent progress in game development.
- Gained respect from peers for proactively sharing game development milestones and insights across multiple platforms, including YouTube, personal website, and LinkedIn.

OCTOBER 2021 - PRESENT

Miami, Florida

Relevant Projects

UDONSHARP DATA STRUCTURES PROJECT

Udon Developer

- Utilized C# and Unity's *Visual Studio* integration to ensure seamless functionality and performance in VRChat environments, addressing inherent platform constraints.
- Designed and implemented essential data structures in *UdonSharp*, including *ArrayLists* and *HashMaps*, to overcome UdonSharp's limitations by developing custom solutions from the ground up.

JUNE 2023 – AUGUST 2023

C# & Unity & Visual Studio 2022

NETWORKING MULTIPLAYER PROTOTYPE

Game Developer

- Utilized a third-party plugin, AdvancedSessions, and Game Instances to produce a multiplayer FPS game that allows for community server hosting with a total of 3 game modes and 32 in-game customizable options.
- Calculated and performed development of server-client operations, inventory management, weapon polymorphism, client character inheritance, and replication.
- Designed in-game UI using UMG, AI-based imagery, Photoshop, Gimp, and previous design experience.

JUNE 2022 – SEPTEMBER 2022

Unreal Engine 5 & Blueprint Programming

TWO WEEK-LONG ITCH.IO GAMEJAM PROJECT

Software Developer

- Partnered with executive of OM Global to produce a well-polished first-person horror product in the span of two weeks.
- Awarded 2nd place in a competition with 57 other developers.
- Requested for continued involvement in upcoming competitions by competition hosts.

MAY 2022 – MAY 2022

Unreal Engine 5 & Blueprint Programming

UNITY CERTIFIED USER (PROGRAMMER)

Developer of The Month

Awards & Certifications

APRIL 2023

Miami, Florida