

Daniel R. Gaitan

GAME DEVELOPER · SOFTWARE ENGINEER

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Summary

Award-winning game development graduate skilled in creating captivating gameplay experiences and intricate game systems. Proficient in programming languages, industry-standard software tools, and game design principles, with a knack for problem-solving and collaboration. Demonstrated adaptability and attention to detail, passionate about pushing boundaries and enhancing player engagement. Eager to join a dynamic game development team to contribute enthusiasm and skills in creating cutting-edge games.

Skills

Programming	C, C#, C++, Java, JavaScript, Python, Rust, SQL, Vulkan
Frameworks & Tools	Godot, React, React Native, Svelte, Unity, Unreal Engine
Others	Agile, Communication Skills, Git, Perforce, Scrum
Languages	Proficient English, Beginner Japanese, Native Spanish

Relevant Experience

Drury University

COMPUTER SCIENCE TUTOR

- Carried north of 350 tutoring sessions from 2022 - 2024 focused on Computer Science concepts.
- Students who frequented my sessions improved their grades by at least one letter grade.
- Explained on a step-by-step basis fundamental algorithms and their code implementation in Python & JavaScript.
- Empowered non Computer Science students in implementing programming concepts and tools in their respective majors.

Springfield MO, USA

Aug. 2022 - May 2024

Drury University

TEACHER ASSISTANT

- Aided in one Introduction to Computer Science section with no failing students.
- Provided occasional lectures for exam reviews that improved scores on average a 30%.
- Lead discussion sections, tutorials, or laboratory sections.
- Developed trust with students as Teacher Assistant, enhancing overall learning experience.

Springfield MO, USA

Aug. 2023 - May 2024

Education

Drury University

B.S. IN COMPUTER SCIENCE - GAME DEVELOPMENT

- Drury's Indie Game Studio President 2023 - 2024
- Math & Computer Science Club Vice-President 2023 - 2024
- Relevant Coursework:
 - Data Structures
 - Algorithms
 - Application Development I & II
 - Foundations of Game Development
 - Advanced Game Development
 - Fundamentals of Info. Security
 - Hacking Tools, Techniques & Incident Response

Springfield MO, USA

Jan 2020 - May 2024

Honors & Awards

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| 2023 | First Place in Post-Secondary Digital Games (VR) , Computer Games & Simulation Conference | University of Tulsa |
| 2023 | Second Place in Post-Secondary Digital Games , Computer Games & Simulation Conference | University of Tulsa |
| 2023 | Best Presentation by Fan Vote , Fusion Day | Drury University |
| 2023 | Best Presentation by Faculty Vote , Fusion Day | Drury University |