

Daniel R. Gaitan

GAME DEVELOPER · SOFTWARE ENGINEER

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Skills

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

Relevant Experience

Drury University

Springfield MO, USA

TEACHER ASSISTANT

2023 - 2024

- Aided in one Introduction to Computer Science section with no failing students.
- Guided occasional lectures for exam reviews that improved scores on average a 30%.
- Led weekly lab sessions to implement different data structures in Python.
- Fostered an environment of trust in two separate Computer Science classes with one-to-one sessions with 20% of students.
- Implemented automatic grading through GitHub Actions to cut down on grading time by 60%.
- Held weekly meetings with faculty to prepare lectures and material for upcoming classes.

Drury University

Springfield MO, USA

COMPUTER SCIENCE TUTOR

2022 - 2024

- Carried north of 350 tutoring sessions from 2022 - 2024 focused on Computer Science concepts.
- Improved by at least one letter the grades of students who frequented tutoring.
- Explained on a step-by-step basis fundamental algorithms and implementations in Python & JavaScript with up to 9 students at a time.
- Empowered Non-Computer Science students in implementing programming concepts to optimize workflows within their respective fields.
- Collaborated with faculty on a regular basis to prepare explanations for different assignments and tests in all the department classes.
- Became one of the top learning resources for students who frequented tutoring in the department of Computer Science.

Education

Drury University

Springfield MO, USA

B.S. IN COMPUTER SCIENCE - GAME DEVELOPMENT

2020 - 2024

- Drury's Indie Game Studio President 2023 - 2024
 - Doubled active membership and engagement in the club compared to the previous year.
 - Arranged collaborations with the Math & Computer Science Club and Writing Club.
 - Led club events and activities with 12 students to learn about game design and development.
 - Hosted a Game Jam on campus that brought in developers in the community.
- Math & Computer Science Club Vice-President 2023 - 2024
- Relevant Coursework:
 - Data Structures
 - Algorithms
 - Application Development 1 & 2
 - Foundations of Game Development
 - Advanced Game Development
 - Fundamentals of Info. Security
 - Hacking Tools, Techniques & Incident Response

Honors & Awards

2023	First Place in Post-Secondary Digial Games (VR) , Computer Games & Simulation Conference
2023	Second Place in Post-Secondary Digial Games , Computer Games & Simulation Conference
2023	Best Presentation by Fan Vote , Fusion Day
2023	Best Presentation by Faculty Vote , Fusion Day

University of Tulsa

University of Tulsa

Drury University

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