

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#, Java, JavaScript, TypeScript, Python, C++, C, .NET, SQL, Rust, Go, Vulkan
Frameworks & Tools	Unity, Godot, Unreal Engine, React, React Native, Svelte
Others	Communication Skills, Agile, Scrum, Git, Perforce, Adobe Creative Cloud
Languages	Spanish, English

Relevant Experience

Drury University

Springfield MO, USA

COMPUTER SCIENCE TUTOR

Aug. 2022 - Present

- Provide feedback to students, using positive reinforcement techniques to encourage, motivate, or build confidence in students.
- Review class material with students by discussing text, working solutions to problems, or reviewing assignments.
- Teach students study skills, note-taking skills, and test-taking strategies.
- Provide private instruction to individual or small groups of students to improve academic performance, improve occupational skills, or prepare for academic or occupational tests.

Drury University

Springfield MO, USA

TEACHER ASSISTANT

Aug. 2023 - Present

- Teach undergraduate-level courses.
- Evaluate and grade examinations, assignments, or papers, and record grades.
- Lead discussion sections, tutorials, or laboratory sections.
- Inform students of the procedures for completing and submitting class work, such as coding assignments.

Education

Drury University

Springfield MO, USA

B.S. IN COMPUTER SCIENCE - GAME DEVELOPMENT

Jan 2020 - May 2024

- 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

Honors & Awards

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|------|---|---------------------|
| 2023 | First Place in Post-Secondary Digial Games (VR) , Computer Games & Simulation Conference | University of Tulsa |
| 2023 | Second Place in Post-Secondary Digial 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 |