

Skills (ordered by experience)

Languages: C++, D, HTML, CSS, Javascript, C#, Python

Libraries: Django, Foundation, Node.js, SCSS, jQuery, Bootstrap, XNA 4.0

Tools: Git, Sublime Text, Visual Studio, Unity, Photoshop, ssh

Selected Projects

Robot Ghosts (Spring 2014)

circular-studios.github.io

Gameplay Programmer & Team Lead. An asynchronous multiplayer turn-based strategy game.

- Team created an engine and game using D.
- Developing: Grid system, units, actions, fog of war, networking

Stats At Last (February 2014)

statsatlast.com

Creator. A music history visualizer for Last.fm.

- Created during PennApps Spring 2014 using Meteor and highcharts.js.
- Developed: Save songs to database, data convert to graph

Gridlock (Winter 2012)

Programmer & Team Lead. An online multiplayer isometric shooter in Unity3D.

- Won third place in Microsoft's Imagine Cup 2013 at RIT.
- Developed: collision, bullets, guns, gamemodes

Experience

Web Developer at **Rochester Institute of Technology** (August 2013 - Present)

qit.rit.edu

- Implemented Canvas, an open source learning management system.

Web Developer at **the RIT MAGIC Center** (May 2013 - Present)

magic.rit.edu

- Designed and implemented the full web stack, from Python to HTML.
- Hired on to continue working part-time after the summer.

Web Developer at **Arch Computer Memory** (May - August 2012)

archcomputermemory.com

- Designed and implemented the look of the storefront.
- Coordinated the implementation of a 110,000 product database in a team of three.

Web Designer at **Pxl Productions** (2010 - Present)

danieljost.com/websites

- Created several websites for small businesses.

Education

Rochester Institute of Technology, Rochester, NY

Expected December 2014

B.S. Game Design & Development

GPA: 3.42 / 4.0

Minor in Psychology