

## Skills (ordered by experience)

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

**Libraries:** Silverlight 5, Django 1.5, Foundation 4, Node.js, SCSS, jQuery, Bootstrap 3, XNA 4

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

## Selected Projects

**Spectral Robot Task Force** (Spring 2014 - present)

[circularstudios.com](http://circularstudios.com)

Gameplay Programmer & Team Lead. *A multiplayer turn-based strategy game.*

- Team created an engine and game using D.
- Developing: Grid system, units, actions, multiplayer

**Stats At Last** (February 2014)

[github.com/PxlBuzzard/StatsAtLast](https://github.com/PxlBuzzard/StatsAtLast)

Creator. *A music history visualizer for Last.fm.*

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

**Gridlock** (Winter 2012)

Programmer & Team Lead. *An online multiplayer isometric shooter in Unity.*

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

## Experience

**Software Engineer at Microsoft** (Starting February 2015)

**Software Development Engineer Intern at Microsoft** (June 2014 - August 2014)

- Did UI and backend work with the Admin Console team on Windows Intune.

**Web Developer at the RIT MAGIC Center** (May 2013 - May 2014)

[magic.rit.edu](http://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 Designer / Owner at Pxl Productions** (2010 - Present)

[danieljost.com/websites](http://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: 3.27 / 4.0

Minors in Psychology & Free and Open Source Software and Free Culture