

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

Spectral Robot Task Force (Spring 2014)

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

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 Unity3D.*

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

Experience

SDE Intern at Microsoft (June 2014 - August 2014)

- Working on Windows Intune.

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

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

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