Daniel Jost

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Skills (ordered by experience)

Languages: HTML, CSS, Python, C++, C#, Javascript, MySQL
APIs: SCSS, Django, Foundation, Node.js, jQuery, XNA 4.0
Tools: Photoshop, Git/SVN, Visual Studio, Unity, PuTTY

Selected Projects

OpenMusic (2013), a hackathon project that lets people easily listen to music from Soundcloud.
- Did front-end development in a team of 3, built from scratch in six hours.
- Used Foundation 4 to build a modern, responsive interface.

Storytown (2013), an engagingly-fast card game where you compete to be the top actor.
- Co-game designer in a team of six.
- Actively pursuing a retail release after great positive feedback and playtesting.

Gridlock (2013), an online multiplayer isometric shooter in Unity3D.
- Group manager and programmer in a team of six.
- Coded gameplay features such as bullets, guns, and gamemodes.
- Won third place in Microsoft's Imagine Cup 2013 at RIT.

Experience

Web Developer at **Rochester Institute of Technology** (August 2013 - Present)   qlt.rit.edu
- Implementing an open source learning management system to replace RIT's current LMS.

Web Developer at **the RIT MAGIC Center** (May 2013 - Present)   magic.rit.edu
- Designed and implemented the full web stack, from MySQL to Python to HTML.
- Hired on to continue work part-time after co-op.

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.
- Implemented modern advancements while maintaining compatibility across browsers.

Education

Rochester Institute of Technology, Rochester, NY   Expected December 2014

B.S. Game Design & Development   GPA: 3.42 / 4.0