DANIEL PRESAS
Engine and Tools Programmer

Experienced game engine and software tools developer with experience in a multitude of languages, such as C, C++, C#, and Flutter + Dart. Have worked with different teams on multiple projects, including mobile and desktop applications. Passionate about advancing the tools and technologies we use to work better and help everyone achieve their goals more effectively and efficiently.

PERSONAL INFO

Email
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Phone
(647) 239-2232

GitHub
github.com/SentientCoffee

LinkedIn
linkedin.com/in/daniel-presas

SKILLS

C/C++

C#

Source control and repository management

Agile software

SOFTWARE

Visual Studio

Unity

Git

JIRA

HOBBIES

Programming tools
Likes to experiment with new tools, technologies and programming languages
- Odin
- JAI
- Metadesk

Music
- Guitarist
- Clarinet/sax player
- Singer
- Music production (composing, mixing/mastering)

LANGUAGES

English — Fluent

Spanish — Fluent

French — Conversational

EMPLOYMENT HISTORY

Feb 2021 - present

User Experience Researcher
Ontario Shores + Brilliant Catalyst, Oshawa, Ontario

Development and testing of facial tracking and emotion recognition software for use on patients in dementia care units.
- Gained experience with the Unity engine, the OpenCV computer vision library and the Tensorflow Keras machine learning library
- Made a user experience evaluation app that does not store any personal patient information for use in tandem with a VR reminiscence therapy treatment

May 2020 - Aug 2020

Lead Software Engineer
Ediom Technologies + Brilliant Catalyst, Oshawa, Ontario

Development of GUI application and a custom thermal camera encloure that could be used to detect and alert security at entryways to offices and establishments for feverish temperature levels and symptoms.
- Gained experience in graphics programming to make a customized UI using C++ OpenGL on both Windows and Linux
- Used computer vision to detect faces in a frame in tandem with thermal equipment to measure temperature of parts in the frame
- Rudamentary multi-threading implementation to avoid UI locking and provide a better user experience

PROJECTS

Sep 2020 - present

Backend/Networking Programmer
Earth's Light (Sedna Games)

itch.io page
- Knowledge in using the Unity game engine and its various features for a commercial release
- Gained experience in making a server-client implementation of networking between different machines using sockets
- Designed and implemented the backends for different systems such as the menus, level transitions, and networking management on both sides of the connection

Sep 2019 - Apr 2020

Graphics/Engine Systems Programmer
Primordial (Sedna Games)

itch.io page
- Gained experience with building 3D game engine technologies from the ground up, using windowing systems, custom input/event handling, and sound output
- Made an intermediate level OpenGL-based deferred renderer with different features such as post-processing effects, lighting and shadows, and framebuffers

Sep 2018 - present

Game Jam Participation
Participation in:

- Wheel Reinvention Jam (2021)
  Youtube playlist
- GDSA Jam (2019)
  itch.io page
- Global Game Jam (2018)
  Github repository

EDUCATION

Sep 2018 - present

Game Development and Entrepreneurship, Bachelor of IT (Honours)
Ontario Tech University, Oshawa, Ontario

- Event planner for Game Sound Club