DANIEL JOSEPH JR.

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Professional Summary

I am a recent graduate with an extensive education in C# & C++ including but not limited to a vast education in advanced data structures and algorithms, Graphical Engine Development, Arduino Physical Computing, and Video Game Development. I also have an advanced education in MERN (MongoDB, Express, React, and NodeJS) Full stack Web Application Development and Rest API Application Development.

EDUCATION

Rochester Institute of Technology   August 2018 – May 2023(Graduated)
Major: Bachelor of Science – Game Development and Design

SKILLS

Programming Languages: C#, C++, JavaScript
Web Development Languages, Frameworks, Databases, etc.: HTML, CSS, Redis, Heroku, CircleCI, Bulma, D3.JS, React, Handlebars, Firebase, MongoDB
Version Control: GitHub, Perforce
Game Engines: Unity, Unreal
Mathematics: Discrete Math, Calculus AB
Graphical Programming API: DX11, DX12

WORK HISTORY

Contract Service Desk Analyst 1
L.E.K. Consulting - Boston, Massachusetts   10/23/2023 - 11/20/2023

- Imaging Laptops utilizing Windows Autopilot
- Handling Laptop RMA to DELL
- Quality checking new laptops for condition and ensuring appropriate applications, VPN, and services have been installed on machines and are up to L.E.K. Consulting standards
- Updating laptop status and inventory utilizing Cherwell Service Management
- Managing and creating new hire accounts, ensuring all new/returning users have appropriate access to company software and services.
- Decrypting Symantec on old laptops for reuse in the future the
- Encryption of laptops with BitLocker

Part-Time VR Game Developer for RIT X NASA Gamification of VR Astronaut Balance Training
RIT – Rochester New York   01/17/2023 - 05/02/2023

- Cleaning up and simplifying game level to reduce performance issues
- Creation/Editing of Unity C# Scripts to fix bugs, add new gameplay elements, and fix a "rail" system associated with the level I worked on
- Communication with team members on feedback, upcoming important dates, art asset creation, and direction of the level going forward
- Preparing the game for the "Imagine RIT" Event as well as our visit to the Johnson Space Center for the presentation and demonstration of our game.
- Meeting with Scott Wood Neuroscientist at Johnson Space Center to give monthly updates on the progress of the "Balance VR Rig" and the game's development

Ignite Data/Front-End Web Development Intern
LabCentral Main 700 Ignite Office – Cambridge, Massachusetts   06/13/2022 - 08/19/2022

- Created a Dynamic and Reactive Career Diagram using D3.JS and JavaScript, as well as Working on Venture Capital Data Corrections.
- **Working independently:** I was the sole web developer on the LabCentral Ignite Team and was expected to work and complete my tasks with minimal team assistance in development.
- **Problem Solving**: started with no idea of how to create a career diagram, searched and found D3 as a way to create the diagram, worked through errors, bugs, and built the diagram as requested.
- **Communication**: Constantly keeping the team updated on my progress and discussing possible design changes or functionality.
- **Teamwork**: Meeting & Working with Proverb (Marketing Company used by LabCentral for outsourcing Web development) Employees on how my code would be integrated into LabCentral's Microsite they also gave me incite on diagram design.

Unreal Programmer & Level Design for Changeling VR Game
RIT Xana Ad Hoc Studio - Rochester, New York   08/23/2021 - 12/03/2021

- Learning how to use Unreal on the job to develop levels, as well as adapting and improving already existing code
- Gathering information from playtest to improve player experience
- Using Maya to create 3D models for the game
- Cleaning up, commenting, and documenting code to make it easier to read and help future programmers understand my code
- Bug fixing and making the current state of the game presentable for RIT 2021 Symposium

Tele-Neurology Intern/Mentor
Massachusetts General Hospital - Boston, Massachusetts   07/06/2020 - 08/21/2020

- Learning and creating a webpage with ASP.Net MVC
- Learning and using the markdown languages MkDocs and Mermaid for documentation on how to use the Tele-Neurology Portal & how it functions
- Mentoring 2 high school students and preparing a research presentation with them

SharePoint Design Intern
Sanofi Genzyme - Cambridge, Massachusetts   07/09/2018 - 08/24/2018

- Development of a SharePoint site for The North American Regulatory Strategy Group
- Learning how to use SharePoint to create webpages through regular training seminars in the morning
- Arranging meetings via Skype or in person with end users, for feedback and suggestions

Radiation Oncology IT
Mass General Hospital - Boston, Massachusetts   07/10/2017 - 08/25/2017

- Moving patient data from disk to servers using PuTTY
- Visiting physicians to fix problems they may be having with their computers
- Setting up workstations (Desktops) for physicians
- Mirroring Windows onto desktop workstations