

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. I am an MGH Youth Scholar, with a deep relationship with multiple health and biotech institutions.

EDUCATION

Rochester Institute of Technology August 2018 – May 2023(Graduated)
Major: Bachelor of Science – Game Development and Design
Golisano College of Computing and Information Sciences Dean's List: Spring 2023[Term GPA: 3.75], Fall 2022 [Term GPA: 4.00], Spring 2022 [Term GPA: 3.87], Spring 2021 [Term GPA: 3.78], Fall 2020 [Term GPA: 3.5]

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
- Updating laptop status and inventory utilizing Cherwell Service Management
- Managing and creating new hire accounts and software access
- Encryption of laptops with BitLocker

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

- C# & Unity VR Game Development
- Bug fixing, Implementation of new gameplay mechanics, and fixing game performance issues
- 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
- Communication with team members on feedback, upcoming important dates, art asset creation, and direction of the level going forward
- Preparing the game for major events and presentations at Imagine RIT & Johnson Space Center

Ignite Data/Front-End Web Development Intern**LabCentral Main 700 Ignite Office** – Cambridge, Massachusetts

06/13/2022 - 08/19/2022

- Created a dynamic career diagram using D3.JS, JavaScript, and JSON
- Sole web developer all debugging, prototyping, and revisions were done by me
- Had no prior knowledge of D3.JS researched and Implemented D3.JS to create the diagram
- Gave weekly progress reports on the diagram and any issues
- Worked with a 3rd party marketing team at the end to discuss code quality and proper Integration of diagram into the webpage

Unreal Programmer & Level Design for Changeling VR Game**RIT Xana Ad Hoc Studio** - Rochester, New York

08/23/2021 - 12/03/2021

- Unreal C++ & Blueprint Game Development
- Learning how to use Unreal while developing levels and methods
- Gathering information from playtest to improve player experience
- Cleaning up, commenting, and documenting preexisting and my own code
- Preparing the game for the RIT 2021 Symposium (University wide event)

Tele-Neurology ASP.NET/Data Entry Intern**Massachusetts General Hospital** - Boston, Massachusetts

07/06/2020 - 08/21/2020

- I took part in educational training seminars to learn the basics of ASP.Net+razor MVC to create webpages
- I learned and utilized the markdown languages MkDocs and Mermaid to create a Mkdocs page on how to use the Tele-Neurology Portal & how it functions
- I did data entry and data management to compile a complete list of up-to-date credentials of each hospital in the Mass-Brigham Health System

SharePoint Design Intern**Sanofi Genzyme** – Cambridge, Massachusetts

07/09/2018 - 08/24/2018

- I learned the basics of UX/UI and the implementation and development of SharePoint sites
- I held meetings with North American Regulatory Strategy Group in person and on Skype
- Attended training seminars regularly to learn how to most effectively use SharePoint