DAN MCKINNON

SOFTWARE ENGINEER

CONTACT

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📍 Victoria, B.C.

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SKILLS & KNOWLEDGE

Workflow & Editor Extensions
★ ★ ★ ★ ★

Game Systems
★ ★ ★ ★ ★

Web Technologies
★ ★ ★ ★ ★

Mixed Reality / Virtual Reality
★ ★ ★ ★ ☆

Embedded Interpreters
★ ★ ★ ★ ☆

Dev-Ops In Games
★ ★ ★ ☆ ☆

Rendering Technology
★ ★ ★ ☆ ☆

Software & Testing Architecture For Games
★ ★ ★ ☆ ☆

Server Programming & Communication Protocols
★ ★ ★ ☆ ☆

ABOUT DAN

Dan began programming at 8 years old and has since developed and finished over 26+ games..

Dan is otherwise best known for his work on world class mixed reality theme park attraction software involving AAA video game intellectual property, Dan is passionate about **making development fun** and efficient **through tools, testing, workflow and architecture.**

EXPERIENCE

VICTORIA SATELLITE STUDIOS INC.
2019-current
Co-Founder & Software Engineer

Software engineering and customer development role.

MOSA MUSIC
2019
Software Engineer (Contract)

Hired to develop urgent prototype of a musical improvisation video game.
- Developed experimental rhythm and improvisation game from scratch in 2 months.
- Notable Projects: **Mubric**
- Technologies Used: **Unity 2019**

RPS
◇ A ✚

Published mention in Rock Paper Shotgun 2011 (Tiny Civilization)

Allegro

Winner of Allegro Game Developers Network's Font Hack 2001 (Jetpack Joe)

TECHNOLOGIES

Unity Extensions
★ ★ ★ ★ ★

Unity
★ ★ ★ ★ ☆

Unity Timelines, Animators, Playables
★ ★ ★ ★ ☆

C#
★ ★ ★ ★ ☆

GLSL
★ ★ ★ ★ ☆

C++
★ ★ ★ ★ ☆

Sockets
★ ★ ★ ★ ☆

ActionScript 3
★ ★ ★ ★ ☆

NodeJS
★ ★ ★ ★ ☆

Playmaker (for Unity)
★ ★ ★ ★ ☆

HTC Vive
★ ★ ★ ☆ ☆

BLAST OFF GAMES
2018-current
Sales & Marketing Coach

Coaching and B2B sales in games.

HOLOLABS STUDIO INC.
2016-2019
Software Designer

Hired to provide product development services for video game projects but quickly moved into software engineering.

- Learned strategies for working on large, complex projects with over 20+ technologies on the stack, 100+ people, 7+ teams, 10+ key stakeholders and compressed timelines.
- Played key role on world class mixed reality theme park attraction software project.
- Instrumental to securing massive contracts for client through providing outstanding software architecture and communication and proving technological viability of a very ambitious project.
- Worked on-site with some of the most iconic video game and theme park executives in the world.
- Developed networked multiplayer software, software architecture, testing architecture, dev-ops, custom editors, tracking systems for ride vehicles, and gameplay systems for Microsoft Holoens and other MR/VR devices.
- Technologies Used: **Unity, C#, Javascript, Jenkins,Perforce,Viper, Microsoft Hololens, Apos, HLSL**
- Notable Projects: **[Under NDA], Wollstonecraft Detective Agency Ble Machine Game, Wollstonecraft Detective Agency Learning Portal, Wollstonecraft Detective Agency BLE Game, Wollstonecraft Detective Agency Punch Card Game, Goose, NED**

Unity Custom Asset Pipeline
★ ★ ★ ☆ ☆

Jenkins
★ ★ ★ ☆ ☆

iOS
★ ★ ☆ ☆ ☆

Unreal Engine 4
★ ★ ☆ ☆ ☆

VOLUNTEER

SOOKE SAILING ASSOCIATION
Business Manager
2019-current

Handle business, technology, website, marketing and advertising for nonprofit sailing association hosting over 300+ kids annually.

FREELANCE GAME DESIGNER
2010-2016
Software Engineer & Game Artist

Developed software and art for a wide variety of very small indie game projects and participated in game jams.
- Technologies Used: **ActionScript 3, Javascript, C++, Allegro, SDL, Lua**

FREELANCE WEB DEVELOPER
2006-2010
Software Engineer, Designer, Virtual Assistant

- Over 100+ Contracts Completed
- 4.8 / 5.0 Rating with 60 Reviews
- 97% On Time, 97% On Budget
- Learned sales and client expectation management.

KELLY SERVICES
2006
Installation Technician

Assisted IBM technicians in installing secure computer systems for banks and retail stores such as Toronto Dominion, Royal Bank Of Canada, and Walmart.