Daniel Xiao

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portfolio: www.elementten.com
projects: www.github.com/neonwednesdays

Summary

A versatile and creative programmer and developer who also concerns himself with design and user experience. With multiple programming language backgrounds and familiarity in graphic design tools, he hopes to develop applications that promote creativity and interactivity in technology.

Education

August 2010 to December 2014

Georgia Institute of Technology
Graduated with Bachelors in Computational Media with a focus on Media and Development

Skills

Development & Design Skillset

Java	CSS	Unity3D
Javascript	HTML	Illustrator
JQuery	AngularJS	Photoshop
React JS	Git	Semantic UI

Experience

March 2015 to Current

Promethean Inc.
Worked as a Front End Developer, utilizing Javascript using React as a framework to implement various features for a web application for schools. Also used HTML and CSS to build component structures and designs for other developers based on mockups.

August 2014 to December 2014

MentorWeb
Implemented the front end interface using AngularJS and Semantic UI in conjunction with HTML and CSS for a web application based on client specifications for the purposes of matching mentees with mentors. Worked with a team using the Agile

June 2013 to July 2014

WorkReadyGrad
Created animations and videos using Flash and After Effects as an intern for a startup focusing on college education plans.

January 2014 to April 2014

Game Studio at Georgia Tech
Collaborated and prototyped augmented reality games utilizing Qualcomm's Vuforia and Unity programming in C# to build 3D games meant to be showcased.

Other

August 2014 to August 2015

Atlanta Humane Society
Volunteered and cared for animals to get them comfortable for adoption.

Personal
Participated in many hackathons and game jams to create applications and game prototypes within a 48 hour deadline.