

DAN SINGER

SOFTWARE ENGINEER

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Committed, highly-motivated software engineer. On the side, enjoys playing, creating, and composing music. Third-year student at the Rochester Institute of Technology seeking a software engineering co-op for the summer of 2019.

Skills

PROGRAMMING

C++
C#
Java
Python

WEB DEVELOPMENT

HTML
CSS
JavaScript
Pixi.js
Three.js
Node.js
React

GAME DEVELOPMENT

Unity
Unreal Engine 4
MonoGame
SFML
Box2D
3D Modeling

OTHER

Git
Audio Production
Adobe Suite
Jira

Education

Rochester Institute of Technology
BS Game Design & Development 2020
Cumulative GPA: 3.95

Employment

American Greetings

Interactive Developer

Cleveland, OH
Jan. 2018 to Aug. 2018

- Developed eCard games using HTML, CSS, JavaScript, TypeScript, and various JavaScript frameworks such as Pixi.js, Three.js, and GSAP.
- Played key programming role in two Hidden Object Game eCards which are now in production.
- Wrote code that was focused on performance optimization and tool development.
- Took part in code reviews and used Jira for project management.
- Worked with other members of the Digital Product Development team and with the art and creative teams.
- Solo developer for research project regarding a new application format using Unity, C#, and C++.

Absentia Virtual Reality Private limited

Game Tools / Gameplay Programmer

Pittsburgh, PA
May 2017 to Aug. 2017

- Developed tools in Unity to speed up and make the game development and animation process easier.
- C# Gameplay Programmer for large-scale Unity project.
- Worked on solo projects and in 2-6 member teams.

Aewtbe

Lead Game Programmer

Pittsburgh, PA
June 2016 to Dec. 2016

- Developed a 2D platformer which featured swimming, shooting, and tank-driving with C# and Unity.
- Worked with client to integrate his design choices as well as art and audio from other freelancers.

Lergent Developers

Lead Game Programmer

Pittsburgh, PA
Nov. 2015 to Mar. 2016

- Developed an educational training game in Unity.
- Ported the educational training game to the web with the help of BabylonJS to achieve better performance.

Projects

Dark

Oct. 2018 to Oct. 2018

- Solo developer of a procedurally-generated horror tech-demo.
- Developed with Unreal Engine 4 and C++.
- Implemented backtracking/depth-first-traversal algorithm to generate random 3D mazes.
- Incorporated horror aesthetic and an escape mechanic around the random mazes.

Space Voyager

Nov. 2017 to Dec. 2017

- Solo developer for a web-based space shooter featuring an open-level environment.
- Built with HTML, CSS, JavaScript, and the Pixi.js renderer.
- Designed and implemented robust, object-oriented architecture.
- Composed original soundtrack.

Autonomous Agent Simulation

Nov. 2017 to Dec. 2017

- Solo developer for a fantasy environment with agents that move and behave in believable ways.
- Studied and implemented Craig Reynold's steering algorithms, such as path following, wandering, and flocking.
- Implemented custom collision detection in the Unity engine.

Automaestro

Feb. 2017 to Apr. 2017

- Developed music application with Unity and C# that allows anyone to play music on a virtual piano without worrying about playing the correct notes.
- Designed and implemented project architecture.
- Published to Windows Store and implemented in-app purchases.

Awards

HeroJam · Best Overall Game

Apr. 2017

- Developed FPS: Finite Platform Shooter on a two-person team with C# and Unity. This is a first person puzzle game where the player must place platforms to reach the goal.
- Lead programmer for the game.
- Composed the game's soundtrack.

Upwork · Top Rated Freelancer

July 2017

- Awarded Top Rated status on Upwork for delivering consistent, polished results to clients for game development jobs.

Activities

RIT Swing Dance ClubMember

Jan. 2017 to Current

Member of the RIT Swing Dance Club, an environment where students instruct other students on swing dancing techniques.

RIT Jazz Ensemble · Section Leader

Jan. 2017 to Current

Member and lead instrumentalist for RIT's top jazz ensemble. Play the tenor saxophone in this ensemble.