

DAN SINGER

SOFTWARE DEVELOPER

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Committed, highly-motivated software developer. On the side, enjoys playing, creating, and composing music. Currently a second-year student at Rochester Institute of Technology seeking a co-op for the summer of 2018.

Skills

PROGRAMMING

C#
Java
C++
Python

WEB DEVELOPMENT

HTML
CSS
JavaScript
Pixi.js
Three.js

GAME DEVELOPMENT

Unity
Monogame
Unreal Engine 4

OTHER

Git
Audio Production
3D Modeling
Adobe Suite

Education

Rochester Institute of Technology
BS Game Design & Development 2020
Cumulative GPA: 3.94

Experience

American Greetings

Interactive Web Developer

Work on solo and group projects across various departments, such as art and creative, to develop interactive web-based greeting cards using HTML, CSS, JavaScript, and various JavaScript frameworks and engines, such as Pixi.js, Three.js, and GSAP.

Cleveland, OH

Jan 2018 to Current

Absentia Virtual Reality Private limited

Software Developer

Developed various tools to speed up and make the game development and animation process easier, and helped develop existing Unity games in C#. Worked on solo projects and in 2-6 member teams.

Pittsburgh, PA

May 2017 to Aug 2017

Aewtbe

Unity Developer

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

Pittsburgh, PA

Jun 2016 to Dec 2016

Lergent Developers

Educational Game Developer

Worked on an educational training game in Unity and later helped port this to the web with BabylonJS.

Pittsburgh, PA

Nov 2015 to Mar 2016

TechRiver

Web Developer

Used HTML and CSS to design the front-end for a mobile scavenger hunt application.

Pittsburgh, PA

Jun 2013 to Aug 2013

Projects

Space Voyager

- Solo developer for a web-based space shooter featuring an open-level environment.
- Built with HTML, CSS, JavaScript, and the Pixi.js rendering engine.
- Efficient, well-planned code using clear OOP principles.
- Used Git for version control.
- Composed original soundtrack.

Nov 2017 to Dec 2017

Autonomous Agent Simulation

- 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.

Nov 2017 to Dec 2017

Automaestro

- Developed music application that allows anyone to play music on a virtual piano without worrying about playing the correct notes.
- Published to Windows Store.
- Initially developed in group of three at a 24 hour hackathon, was responsible for most of the coding in C# with Unity.
- Solo developer on the project after the hackathon - coded, developed, and expanded the application and converted it to a UWP app.

Feb 2017 to Apr 2017

Expand

- Solo developer for an Android game where the user controls a planet and tries to save it from being destroyed by asteroids.
- Created with C# and Unity.
- Integrated in-app purchases and advertisements from AdMob.

Feb 2016 to Feb 2016

Awards

HeroJam · Best Overall Game

- Developed FPS: Finite Platform Shooter on a two-person team. This is a first person puzzle game where the player must place platforms to reach the goal.
- Developed with C# and Unity.
- Composed music for the game with FL Studio.
- Responsible for 95% of the programming.
- Used version control to collaborate and develop efficiently.

Apr 2017

Upwork · Top Rated Freelancer

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

Jul 2017

Activities

RIT Jam Club · Member

Member of RIT Jam Club, a group where everyone is free to improvise and play music together. Plays the tenor saxophone in this group.

Sep 2016 to Current

RIT Swing Dance Club · Member

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

Jan 2017 to Current

RIT Jazz Ensemble · Section Leader

Member and lead instrumentalist for RIT's top jazz ensemble. Have played alto and tenor saxophone in this ensemble.

Jan 2017 to Current