

# 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

### GAME DEVELOPMENT

Unity  
Monogame  
Unreal Engine 4  
 BabylonJS

### OTHER

Git  
Audio Production  
3D Modeling  
Adobe Suite

## Education

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

## Experience

### 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

### Aewtbte

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

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 rendering engine.
- Efficient, well-planned code using clear OOP principles.
- Used Git to track project history and maintain backups.
- 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 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.

### Expand

Feb 2016 to Feb 2016

- 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.

## Awards

### HeroJam · Best Overall Game

Apr 2017

- 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.

### Upwork · Top Rated Freelancer

Jul 2017

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

## Activities

### RIT Jam Club · Member

Sep 2016 to Current

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

### RIT Swing Dance Club · Member

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. Have played alto and tenor saxophone in this ensemble.