DAN SINGER

GAME PROGRAMMER

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Committed, highly-motivated game programmer. Fourth-year student at the Rochester Institute of Technology seeking a full-time game development position beginning in the summer of 2020.

Skills

PROGRAMMING
C/C++
C#
Java
Python

WEB DEVELOPMENT
HTML
CSS
JavaScript
Node.js
React
MySQL

GAME DEVELOPMENT
Unity
Unreal Engine 4
MonoGame
OpenGL
DirectX
3D Modeling

OTHER
Git
Audio Production
Adobe Suite
Jira
Perforce HelixCore

Education

Rochester Institute of Technology	Aug. 2016 to May 2020

BS Game Design & Development 2020
Cumulative GPA: 3.95
Minor: Music and Technology

Employment

Oxide Games
Gameplay Engineering Intern

Timonium, Maryland
May 2019 to Aug. 2019

- Programmed new gameplay systems and contributed to existing ones with direction from game designers for an unannounced AAA title.
- Contributed to a large C++ codebase being worked on by 30+ developers.

American Greetings
Interactive Developer Intern

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.
- Programmed 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.
- Collaborated 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 an animation editor tool in Unity.
- Programmed first-person-shooter gameplay mechanics in Unity.

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.

Projects

Automaestro (Personal Project)
- 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.

Dark (Personal Project)
- Created a procedurally-generated horror tech-demo 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.

Samurai Shift (Academic Project)
- Worked in a team of six people to develop a gravity-based 2D puzzle-platformer with Unity.
- Implemented gravity-switching mechanics through the Rigidbody2D physics component.
- Implemented the State pattern for the player controller.

Space FPS Tech Art Demo (Academic Project)
- Created a first-person-shooter metroidvania demo with Unreal Engine 4 to practice Tech Art concepts.
- Used techniques such as Level Streaming, LODs, HLODs, and Material Optimization.
- Implemented gameplay features with C++ and Blueprints.

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 Gameplay Programmer.
- Composed the game's soundtrack with FL Studio.

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 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. Play the tenor saxophone in this ensemble.