Daniel Savage

Video game developer working in Vancouver, Canada. Interested in game development, programming languages, and production methodologies that encourage polished work.

Projects: https://danbolt.itch.io
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Work Experience

Blackbird Interactive

Staff Programmer
Feb 2018 - Present
Vancouver, BC

- Prototyping and gameplay programming for an unannounced project (PC + Consoles)
- Implemented scripting runtime for campaign designers
- Worked with designers to expose gameplay via scripting constructs
- Automated script marshalling code to improve programmer productivity
- **C++17, C89, JavaScript**

SkyBox Labs

Junior Software Engineer
Apr 2016 - Feb 2018
Burnaby, BC

- Feature development and bugfixes for **Age of Empires II: Rise of the Rajas**
- Debugged and addressed RTS desyncs across multiple clients
- Implemented new AI scripting functionality for designers
- Ported **Rise of Nations: Extended Edition** to Windows 10 with Xbox Live integration
- **C++11, C++98**

Electronic Arts Canada

Associate Software Engineer - Co-op
May 2014 - Dec 2014
Burnaby, BC

- Worked on features and maintained a cross-platform UI framework
- Implemented layout tools for UI designers
- Provided integration support for game teams
- **C#, C++03**

Education

Bachelor's of Science - Computer Science
University of Victoria
2009 - 2015

Competencies

Proficient

- C
- C++
- JavaScript
- ECMAScript 6

Familiar

- C#
- Lua
- ARM Assembly
- Nintendo Switch
- Xbox One

Personal Projects

- Lunar Assault 64 (2020)
  C89, MIPS R4300i
  Nintendo 64 Jam Finalist

- Spectres of the Cold (2018)
  JavaScript, WebGL
  Two-month exercise

- Super Radish Witch (2016)
  ECMAScript 2015
  Six-month platform game

- Zippy Push Kid (2013)
  C#, Xbox 360
  Xbox Live Indie Games

References

Will provide upon request.