DANIEL SAVAGE

👤 ABOUT

Software developer currently working in Vancouver, Canada. Interested in programming languages, game development, and software engineering methodologies. Seeks value from pragmatic choices that benefit the end user.

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</> WORK

FEBRUARY 2015 – JULY 2015
Dockyard Games, Victoria, BC
Software Developer

Developed games for iOS and Android devices with the Unity engine. Modularized game logic code for reuse in later projects. Worked with producers, musicians, and artists to implement game features in an Agile development environment. **C#, JavaScript, Java, Unity**

MAY 2014 – DECEMBER 2014
Electronic Arts Canada, Burnaby, BC
Associate Software Engineer

Developed and maintained UI frameworks under the IGNITE brand of EA Sports. Wrote technical designs and implemented layout tools for user interface designers. Updated and maintained test cases for layout algorithms within a custom runtime. Provided support for game teams integrating new releases of framework tech on PC, PS4, and Xbox One. **C#, C++, WPF, ActionScript 3 (Scaleform)**

MAY 2012 – AUGUST 2012
Blackberry, Ottawa, ON
Embedded Software Designer

Assisted with implementation and maintenance of operating system level hardware abstraction. Programmed in C and C++, using object-oriented techniques to encapsulate firmware and driver code. Implemented features, interfaced with embedded hardware, debugged real-time camera functionality, and performed black-box testing and sanity checks for features. Was assigned and completed work items in individual and group scenarios. **C++, C**

📄 EDUCATION

2009 – 2015 **Computer Science**
BACHELOR'S OF SCIENCE
University of Victoria, BC

</> PROJECTS

2014 **Tumblr. The Game. (tumblr.ceiling.cat)**
*Assisted with designing and programming a social media trivia game. **AngularJS**, **CoffeeScript***

2013 **Contract: Void Justice (Xbox Live Indie Games)**
*Procedurally-generated, science fiction, action game. **C#***

2013 **Zippy Push Kid (Xbox Live Indie Games)**
*Magnet-themed platforming game. **C#***

2012 **Prince Protect (github.com/FrostTree-Games/PrinceProtect)**
*Arcade-style action game for Windows. **C***

</> PROGRAMMING AND FRAMEWORKS

ADEPT	JavaScript (ES6), Java, C, C#, C++
INTERMEDIATE	jQuery, HTML5/CSS3, OpenGL, .NET Framework
SMALL EXPERIENCE	Meteor, MongoDB, MySQL, Postgres, Angular