

DANIEL SAVAGE

ABOUT

Recently completed Bachelor's of Computer Science at the University of Victoria. Interested software development, web design, and video game development.

</> 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)**

DECEMBER 2011 – APRIL 2014

FrostTree Games, Victoria, BC

Software Developer

Developed and shipped indie games for Xbox 360. Wrote game engine and content pipeline for custom assets. Implemented game logic and rendering on Xbox 360. Integrated custom sprite batching with third-party animation formats. Organized and managed work in an agile process over a fixed time frame with self-set deadlines. **C#, C, JavaScript**

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**



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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