Daniel Savage

Objective

Either full-time employment, or extended-length Co-op employment related to software and game development. Interested in work terms of either 4, 8, or 12 months long. Willing to relocate nationally and internationally.

Work experience

✎ Daniel Savage
1723 Mamich Circle
Victoria, BC V8N6M9

☎ 778-679-0335

✉ savaged@uvic.ca

⚡ ca.linkedin.com/pub/daniel-savage/35/264/232/

December 2011 – August 2013
FrostTree Games, Victoria, BC
Software Engineer - Intern

Designed, and implemented games for Xbox 360 with the XNA and the .NET Compact Framework. Wrote game engine, asset loader, and hardware interfacing code according to an outlined feature set. Used object-oriented code to write game logic. Implemented custom sprite batching for foreign animation formats. Optimized loading assets from disc including PNG, XML, and JSON formats. Tuned memory-managed C# code for performance optimization between PC and Xbox 360 builds. Outlined and delegated work items over a four-month period in an agile process.

May 2012 – August 2012
Blackberry, Ottawa, ON
Embedded Software Designer - Coop

Assisted with implementaion and maitenance 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.

September 2011 – Present
University of Victoria Systems, Victoria, BC
Computing Facility Assistant

Maintained computing facility services for students including classooms, workstations, and printer setups. Assisted students with computing facilities, including technical assistance as well as campus information. Assisted with maitenance and upkeep of workstations, including manual and automated builds. Managed classroms for scheduled classes and tidied facilites routinely.

Education

2009 – 2014	**BSc, Computer Science** University of Victoria *Graphics and Gaming Option*

Projects

2013	**Contract Void Justice (Xbox 360)** *Xbox Live Indie Games*
2013	**Corgi (github.com/toadums/hacklandia)** *Microsoft Studios Hackathon: First Place*
2013	**Zippy Push Kid (Xbox 360)** *Xbox Live Indie Games*
2012	**Prince Protect (frosttree-games.github.io/PrinceProtect/)** *PC freeware game*

Related skills

Languages	C#, C++, C, Java, Python
Familiar with	ARM Assembly, JavaScript, LaTeX, MySQL, ActionScript, F#, GLSL, HLSL, bash, Objective-C, node.js
Tools used	STL, GNU Make, .Net Framework, gdb, MinGW, git, subversion, Perforce, vim, POSIX C, OpenGL, XNA, SDL, cocos2d-x

References

September 2011 – Present
University of Victoria Systems, Victoria, BC
Jane Kovach

Operations Lead
✉ jkovach@uvic.ca
☎ 250-721-6617

May 2012 – August 2012
Blackberry, Ottawa, ON
Nava Murugesapillai

Audio and Multimedia - Manager
No longer available. See attached performance review.