

# Daniel Savage

## About

Video game developer currently working in Vancouver, Canada. Interested in programming languages, game development, and production methodologies.

## Work Experience

February 2018 – Present

Blackbird Interactive, Vancouver BC

### *Staff Programmer*

Prototype work, gameplay programming, and embedded scripting (console/PC/mobile) for an unannounced project. **C++, C, JavaScript**

April 2016 – February 2018

SkyBox Labs, Burnaby BC

### *Junior Software Engineer*

Updated existing legacy game codebases to modern desktop computers and added new features. Debugged and updated UI code between C++ and higher-level languages. Refactored and modularized legacy C++ code. Extended custom scripting languages. Updated legacy win32 applications for Windows 10 UWP. **C++, C, Lua**

May 2014 – December 2014

Electronic Arts Canada, Burnaby, BC

### *Associate Software Engineer - Co-op*

Developed and maintained cross-platform UI framework code. Wrote technical designs and implemented layout tools for user interface designers. Updated and maintained unit tests 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 - Co-op*

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**



Vancouver, Canada



(will provide upon request)



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danbolt.itch.io

## Education

2009 – 2015

**Computer Science**

Bachelor's of Science

University of Victoria, BC

## Personal Projects

2018 **Spectres of the Cold** (danbolt.itch.io)

Cross-platform game made with web technologies. **Phaser, Electron, JavaScript**

2016 **Super Radish Witch** (danbolt.itch.io)

Cross-platform game made with web technologies. **node.js, Phaser, gulp, NW.js, Electron, JavaScript/ECMAScript 2015**

2013 **Contract: Void Justice** (Xbox Live Indie Games)

Procedurally-generated, action game. **C#, XNA**

2012 **Prince Protect** (github.com/FrostTree-Games/PrinceProtect)

Freeware game for Windows. **C, GNU Make**

## Competencies

Adept **C++, JavaScript, C, C#**

Intermediate **Python, Lua, node.js, ECMAScript 2015**

Small Experience **ARM Assembly, Xbox One, Nintendo Switch**