

# DANIEL SAVAGE

## ABOUT

Software Engineer with specialization in user interaction, computer graphics, and game development.

## WORK

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. **C#, C++, WPF, ActionScript 3**

DECEMBER 2011 – APRIL 2014

FrostTree Games, Victoria, BC

### *FrostTree Games*

Designed and implemented games for Xbox 360. Wrote game engine and content loading code to a specified feature set. Implemented game logic with OO design patterns. Integrated custom sprite batching with third-party animation formats. Optimized loading assets from disc. Outlined and delegated work items over a four-month period in an agile process. **C#, C**

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.

2013

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

Procedurally-generated, science fiction, action game.

2013

**Zippy Push Kid (Xbox Live Indie Games)**

Magnet-themed platforming game.

2012

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

Arcade-style action game for Windows.

## PROGRAMMING AND FRAMEWORKS

ADEPT C, C#, JavaScript, C++

INTERMEDIATE jQuery, HTML5/CSS, TypeScript, OpenGL

SMALL EXPERIENCE MongoDB, MySQL, Angular