

Daniel Savage

Video game developer working in Vancouver, Canada. Interested in game development, programming languages, and production methodologies that encourage polished work.

Projects: <https://danbolt.itch.io>

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Work Experience

Blackbird Interactive

Staff Programmer

Feb 2018 - Present

Vancouver, BC

- Prototyping and gameplay programming for an unannounced project (PC + Consoles)
- Implemented scripting runtime for campaign designers
- Worked with designers to expose gameplay via scripting constructs
- Automated script marshalling code to improve programmer productivity
- **C++17, C89, JavaScript**

SkyBox Labs

Junior Software Engineer

Apr 2016 - Feb 2018

Burnaby, BC

- Feature development and bugfixes for **Age of Empires II: Rise of the Rajas**
- Debugged and addressed RTS desyncs across multiple clients
- Implemented new AI scripting functionality for designers
- Ported **Rise of Nations: Extended Edition** to Windows 10 with Xbox Live integration
- **C++11, C++98**

Electronic Arts Canada

Associate Software Engineer - Co-op

May 2014 - Dec 2014

Burnaby, BC

- Worked on features and maintained a cross-platform UI framework
- Implemented layout tools for UI designers
- Provided integration support for game teams
- **C#, C++03**

Education

Bachelor's of Science - Computer Science

University of Victoria

2009 - 2015

Competencies

Proficient

- C
- C++
- JavaScript
- ECMAScript 6

Familiar

- C#
- Lua
- ARM Assembly
- Nintendo Switch
- Xbox One

Personal Projects

- Lunar Assault 64 (2020)
C89, MIPS R4300i
Nintendo 64 Jam Finalist
- Spectres of the Cold (2018)
JavaScript, WebGL
Two-month exercise
- Super Radish Witch (2016)
ECMAScript 2015
Six-month platform game
- Zippy Push Kid (2013)
C#, Xbox 360
Xbox Live Indie Games

References

Will provide upon request.