Dane Malloy

Certified computer scientist and full-stack game developer (Roblox and UEFN)

Skills

- Highly skilled with TS, C++, Python, and LUAU
- Highly skilled with Calculus, Linear Algebra, and Geometry
- Infrastructure as code
- CI/CD pipelines using GitHub
- UI/UX programming
- Datastores and off-site APIs
- Many IDEs and game studios such as Visual Studio Code, Roblox Studio, and UEFN

Work/Project Experience

#Streetz War 2, Roblox group [500k+] - Lead Programmer

- Created updates for the game Streetz War 2
- Implemented a new, modular easter egg hunt system (used for halloween and christmas events as well)
- Added a live event system for halloween and server events
- Optimized the code base to run smoother and improve the overall player experience.

PEXRAN Studios, Roblox group [90k+] - Assistant Programmer

- Implemented custom moderation, datastore, and dynamic shop systems into the game Boat Empire Tycoon [4m+ visits]
- Built upon their modular game system to create efficient and visually appealing UI/UX elements within the shops, gamepass ads, and other monetization strategies within the game

Tyrosaur's Dinosaurs, Roblox group [50k+] - Assistant Programmer

- Implemented modular quests system into the game Floodgate Tower Defense [3m+ visits]
- Reworked physics and client-sided rendering to decrease lag within AI and tower systems

Education/Certifications

Codecademy Computer Science Course (Professional Certification, 80 hour course)

Codecademy JavaScript Course