Daniel Do

Aspiring software engineer and game designer passionate about technology and eager to take on opportunities that will enable me to create, grow, and innovate.

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Education

University of California, Santa Cruz **2022 - 2024**

Baskin Engineering
Bachelor of Science in Computer Science: Game Design

Skills

Java, Python, C, C++, HTML, CSS, Assembly, p5.js, Unity, Level Design, JavaScript, Spreadsheets, Phaser 3, Construct 3, Twine, Crisp

Experience

JDAN Enterprises, LLC, San Francisco - *Full-Stack Web Developer* **6/2022 - Present**

- Developed and maintained a website capable of displaying the company's mission, goals, biography, and contact methods using HTML, JavaScript, and CSS
- Worked alongside company owners as the primary developer to develop an immersive and cohesive platform to appeal to seeking consultant partners

Hamilton Zanze, San Francisco - *Finance Intern* **6/2019 - Present**

- Assisted finance directors with beneficial ownership reporting compliance for the entire investor group of over 1,000 entities registered across the country. Compiled, organized, and reviewed all investor data and prepared data for submission to the Financial Crimes Enforcement Network (FinCEN)
- Reviewed and organized vendor and bank records and ensured data was digitized and stored appropriately

Projects

Crabity - *Unity, Procedural Generation, GitHub Actions*

- Designed, developed, and published a 2D/3D co-op puzzle platformer on Steam—sold 100+ units
- Collaborated alongside 6 student peers as a design lead, creating 15 mechanically-driven levels
- Nominated for "Best Store Page" at the 2024 UCSC Game Awards

The Great Firewall of Santa Cruz - *C, Bash, Shell Script*

- Implemented an improper to appropriate language filter program that utilizes bloom filters, hash tables, bit vectors, and linked lists, ran by command-line parsing
- Experimented with various design choices in an operating system when given an abstracted problem and considering the performance consequences of each choice

SoundViz - *JavaScript, p5.js, HTML, CSS, jQuery*

- Took part in a team of 5 student peers to create a multi-layered, cohesive, and interactive generative audio visualizer—each layer representing various components of a composition
- Created 3 generative art pieces that utilizes the FFT analysis to extract audio data for visualization, along with linear interpolation and trigonometric algorithms for generating visual effects