Daniel Joseph Jr.

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WORK EXPERIENCE

Contract Service Desk Analyst 1   Oct. 2023 – Nov. 2023
L.E.K. Consulting   *Boston, MA*

- Completed imaging for over 100 laptops for new employees and returning consulting
- Handled RMA for 40 machines to DELL & completed quality checking on new and returned laptops
- Completely revised & updated the current inventory status of all (~80) laptops within the Boston office
- Managed over 60 new, returning, or leaving consultant accounts including company software and services

VR Simulation Developer Internship/Senior Capstone   Jan. 2023 – May. 2023
Johnson Space Center & Rochester Institute of Technology   *Rochester, NY*

- Reconstructed and optimized a pre-existing simulation levels utilizing Unity**(C#)** that retrained, monitored, and tracked an astronaut's ability to maintain balance & hand-eye coordination during or after space missions
- Participated & attended team meetings with our sponsor Scott Wood, a neuroscientist at Johnson Space Center. We presented critical progress reports, current timelines for future events, and milestones in development
- Showcased the simulation at the esteemed Johnson Space Center to a distinguished panel of researchers and specialists, in order to illustrate the culmination of the project before transferring ownership to Scott Wood.

Front End Web Developer Internship   Jun. 2022 – Aug. 2022
LabCentral Ignite   *Cambridge, MA*

- Architected & constructed a user-friendly interactive career map solution using **HTML5, CSS, Javascript, D3.JS, and JSON**
- Participated in weekly meetings and articulated significant milestones in the diagram's development
- Collaborated with the marketing team to ensure seamless integration of the diagram into the webpage

Unreal Game Developer Internship   Aug. 2021 – Dec. 2021
RIT Xana Ad Hoc Studio   *Rochester, NY*

- Constructed new game levels utilizing **C++** scripts that notably enhanced player engagement and playtime
- Iteratively adjusted & repaired game mechanics based on playtesting sessions that cut down on player frustration
- Refined, annotated, and documented over 15 existing and self-authored scripts, this enhances maintainability and code readability for future developers.

Tele-Neurology ASP.NET / Data Entry Internship   Jul. 2020 – Aug. 2020
Massachusetts General Hospital   *(Remote) Boston, MA*

- Acquired proficiency in crafting indispensable questionnaires aimed at eliciting user feedback, leveraging **ASP.NET+Razor (C#)** as the primary development framework.
- Fabricated static pages employing **MkDocs & Mermaid**, vital in enlightening users on proper portal utilization

EDUCATION

Rochester Institute of Technology   May, 2023
Degree: Bachelors of Science, Video Game Development & Design (GPA: 3.37)   *Rochester, NY*
Golisano College of Computing and Information Sciences Dean's List 6x recipient

TECHNICAL SKILLS

- **Programming/Scripting Languages:** C#, C++, Javascript, Bash(Ubuntu)
- **Development Frameworks, Databases, & Tools:** HTML, CSS, RESTful API, Redis, Heroku, CircleCI, Bulma, D3.JS, Handlebars, Firebase, MYSQL, MERN(MongoDB, Express, React, Node) Stack Development
- **Version Control:** GitHub, Gitlab, Perforce | **Graphic Engine API**: OpenGL, DX11, DX12