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#)**
* Participated & attended team meetings with our sponsor Scott Wood, a neuroscientist at Johnson Space Center.
* Showcased the simulation at the esteemed Johnson Space Center to a distinguished panel of researchers and specialists.

## 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* ***5z*** *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