Daniel Kowalski

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OBJECTIVE:
Seeking a junior software engineer co-op position utilizing programming skills in C# and/or Java. Available May 2021- December 2021.

EDUCATION:
Rochester Institute of Technology (RIT), Rochester NY   Expected May 2023
Bachelor of Science in Game Design & Development   **GPA: 3.96**
Academic Scholarship: RIT Presidential Scholarship
Related Courses: Game Design & Algorithmic Problem Solving I & II (C#, Visual Studio, Git), Intro to Interactive Media (HTML/CSS), Interactive Media Development (C#, Unity)

SKILLS:
Programming Languages: C#, HTML, CSS, Java, Python, Javascript, C++
Coding Environments/Engines: Unity, Visual Studio, Monogame, Android Studio
Graphic Tools: Photoshop CC, Autodesk Sketchbook, Illustrator, Maya
Operating Systems: MS Windows, Android, Linux/Unix

PROJECTS:
Action Platformer, Personal Project   May 2020 - Present
- Designing and developing a 2D game in C# using Visual Studio, the Monogame framework, and GitHub, while creating the physics, controls, and enemy behaviors from scratch.
- Utilizing object oriented programming to implement two-player controls as seamlessly as possible.
- Creating mock-up testing sprites and animations in Photoshop CC to be used for early playtesting.

Tactics Game, Academic Project   February 2020 - May 2020
- Collaborated with a team of four to conceptualize and program a local multiplayer top-down tactics game.
- Developed game in C# using Visual Studio and the Monogame framework.
- Programmed a Windows application in C# as an external tool to streamline level design as well as the tool's integration with the game itself.
- Organized the group's work with Git while scheduling and leading multiple team meetings.

WORK EXPERIENCE:
Nerd Herd Gifts & Games   August 2018 - Present
Cashier & Event Manager   Gettysburg, PA
- Provided outstanding customer service, satisfying all requests and making sales with my knowledge of the inventory.
- Organized and managed events involving 20-80 participants, fostering a sense of community around the store.
- Cooperated with supervisors and other employees to make major decisions regarding inventory, advertising, and company management.
- Trained new employees in customer service as well as event management.