

# Daniel Martin

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## Education

BS New Media Interactive Development  
Minor in Game Design and Development  
GPA 3.64  
Dean's List: Spring 2014 - Present

## Programming

HTML5  
CSS  
JavaScript  
C#  
C++

## Tools/Environments

Illustrator  
Photoshop  
InDesign  
Unity  
Visual Studio  
Git

## Libraries

jQuery  
Bootstrap

## Projects

### **Beginner Builder**

A web application for beginner PC builders which utilizes APIs from BestBuy and Google Maps to return a list of parts and store locations where they can be purchased.

### **Escape the Maze - Pathfinding**

A 2D maze game where the player has to escape before being caught by a constantly pursuing monster. Made using Unity 2D

### **Crash Tactics**

A board game where you control an asteroid navigating black holes and planets in an attempt to reach and destroy your enemies.