Daniel Morrissey

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Software Engineer

Personal Experience:

Studio Six Digital August 2011 - February 2014

Software Engineer

- Created view based iPhone and iPad applications.
- Expanded existing audio analysis application for iOS, AudioTools.
- Created sister OSX application for AudioTools.

Fancy Turnip January 2013 - December 2013

Lead Game Developer/Programmer - Bodyslam! Wrestling - iOS/Android - Unity3D

- Worked on a small (6 person) team to create a mobile based wrestling game.
- Created accelerometer based control scheme for player movement.
- Set up event driven animation system for all moveable entities.

Game Developer/Programmer - Bike Game - iOS/Android - Unity3D

- Joined a team that took over development of a mobile based, isometric racing game.
- Developed a 2.5D bike racing system.
- Built a real-time, authoritative, online multiplayer system.

Web Development 2012 - Present

- Created static website for gaming company, Hondune Games: http://www.hondune.com
- Maintain a remote database for hosting high scores for Hondune Games and personal projects.
- Created a web server that gathers real time statistical data related to the video game Dota 2. This server gathers, stores and presents mass data through a web page.

IT Support/Administration

2008 - Present

- Build and maintain custom computers.
- Administrate high-traffic internet network. (15+ users, 50+ machines)
- Perform routine imaging of Windows, OSX and Linux based machines.

Technical Experience:

Programming Languages: C/C++, C#, Python, SQL, Go, Obj-C, HTML5 (HTML, CSS, Javascript), Scala, php

Platforms/Frameworks: jQuery, Flask, Unity3D,

Applications: Microsoft Office Suite, Google Web App Suite, IDE's (Microsoft Visual Studio, Xcode, Eclipse) **Operating Systems:** Windows XP, Windows 7, Windows 8, Mac OSX 10.4+, Linux (Ubuntu, Mint, openSUSE) **Database:**

Relational: MySQL, SQLite, SQLAlchemy
Object/Non-relational: NoSQL, MongoDB

Education:

- University of Colorado, College of Engineering and Applied Sciences, Boulder CO ~ December 2015
- B.S. Computer Science, Software Engineering Track