Daniel Robinson

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https://people.rit.edu/djr5851/portfolio | https://github.com/djr5851/

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY
Bachelor of Science, Game Design and Development   **GPA: 3.84**

WORK EXPERIENCE

Capgemini   September 2021 - May 2022
Software Engineer
- Worked on front-end web development for a major credit card company in React.
    - Transitioned legacy Angular code into React.
    - Interfaced with back-end built in Spring Boot.
- Trained and certified in Java and Spring Boot.
- Gained experience communicating with clients as a consultant.

MassDiGI   January 2021 - May 2021
Programmer and Producer
- Collaborated with a small group of artists, designers, and programmers to create a mobile card game.
- Programmed many of the game's core mechanics in C# and composed and recorded an original soundtrack.
- Managed team members following the Agile development cycle.

Lockheed Martin   June 2020 - August 2020
Software Engineer Intern
- Used Agile development cycle to create software solutions using primarily C++.
- Worked on comms system for AN/BLQ-10(V) submarine electronic warfare system.
- Reorganized, updated, and maintained documentation.

PROJECTS

CatThroat Kitchen (Professional Mobile Game)   January 2021 - May 2021
- Designed and programmed an animal themed baking card game in a small team of six.
- Implemented many of the core mechanics in Unity/C#, managing source control with Plastic SCM.
- Collaborated with designers, artists, and other programmers remotely through Zoom.
- Lead daily standups and acted as a main point of contact for the marketing team.

Banana Bop! (Group Passion Project)   January 2020 - January 2021
- Collaborated with RIT programmers, artists, and musicians to create a jungle-themed VR music game.
    - Play along to a song composed by an RIT band with virtual instruments using VR controllers.
- Developed VR physics and controls in C#.
- Overcame COVID-19 related challenges that made development much more difficult.

Maestro (Academic Solo Project)   October 2019- December 2019
- Designed and developed a rhythm game in JavaScript that turns your computer keyboard into a digital piano.
- Teaches you how to play increasingly complex songs on piano and allows you to record and store your own songs to a server through Node.js
- Makes use of PixiJS library for rendering.

SKILLS

Languages: C#, C++, JavaScript, Java, HTML, CSS
Tools and Frameworks: React, TypeScript, Angular, MongoDB, MySQL, Vue, Express, Git, Subversion, Unity, Photoshop, After Effects, Ableton