

Daniel Robinson

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[Portfolio](#) | [Github](#)

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.
 - Diagnosed bugs and performed bugfixes assigned in Jira.
 - Developed functional components under guidance of mentor.
- 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 and led daily standups.

Lockheed Martin

June 2020 - August 2020

Software Engineer Intern

- Used Agile development cycle to create software solutions in C++, primarily performing bugfixes.
- Worked on comms system for submarine electronic warfare system.
- Reorganized, updated, and maintained documentation.

PROJECTS

Lead Sheet Maker (Social Media Web App)

July 2022 - Present

- Designed and developed a full-stack social media web app for musicians that allows you to create, share, and playback chord charts for songs.
- Created with MERN stack (MongoDB, Express, React, Node) as well as Redux with Redux Toolkit for state management.
- Developed authentication system with JWT as middleware.

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.

SKILLS

Languages: C#, C++, JavaScript, Java, HTML, CSS

Tools and Frameworks: React, Redux, MongoDB, MySQL, Node, Express, JWT, Vue, Git, Jira, Subversion, Unity, Photoshop, After Effects, Ableton