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.
- Reorganized, updated, and maintained documentation.
- Gained experience working with massive legacy codebase and handling version control with many branches in Git.

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#.
- Took over all programming responsibilities after other team members left the group.

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