

Dan Neag

Akron, Ohio | dneag@hotmail.com | 330.807.9231 | dneag.github.io/portfolio

Education

The University of Akron, Akron, OH | 2018 – 2024
Bachelor of Science in Computer Science | 3.86 GPA

Full Sail University, Winter Park, FL | 2010 – 2012
Bachelor of Science in Game Art | 3.85 GPA

Technical Skills

JavaScript	HTML	Java	jQuery	JSP	SQL	Python	Maven	Git
Autodesk Maya	C++	Unity	C#	Jira	Linux	Jenkins	AccuRev	

Internship

Snap-on Business Solutions, Richfield, OH | Aug 2023 – Aug 2024, Full-time
Software Engineer Intern

- Extended internship duration (1 year), taking on advanced responsibilities and a range of tasks beyond typical internship scope.
- Maintained and furthered the development of various applications built with technologies including Java, JavaScript, jQuery, and Maven.
- Collaborated with team members in an Agile environment utilizing Jira and the Scrum framework.
- Refactored a web site to enhance security by externalizing inline JavaScript and event handlers, ensuring compliance with a newly required Content-Security-Policy header.
- Created a set of Bash scripts in Linux to automate creation and configuration of Apache Tomcat and httpd servers, significantly accelerating the setup process for the team.
- Enhance, configure, and fix issues with continuous integration jobs using Jenkins.
- Diagnose and fix bugs in an Angular application.

Personal and Class Projects

DDK Review | [More info here](#)

- A semester-long Database Management class project.
- Video game search and review aggregator website with a novel feature of rating games' tags rather than the games themselves, projecting a more nuanced view of their quality.
- Stack: Vue3, Tailwind CSS, PostgreSQL.

Tree Generation Program | [More info here](#)

- An ongoing procedural 3D modeling project. The goal is to mass generate detailed trees by simulating natural growth processes and environmental factors.
- This is a plugin for Autodesk Maya, utilizing its C++ and Python APIs.

Professional Gigs

Buffalo Digital (<http://neely34.wix.com/vfx-previs>), Newton, NC | Jan – Mar 2013
Previsualization Artist: Dawn of the Planet of the Apes

- Constructed and animated previsualization scenes for a major feature film.

Spyros Games (<https://angel.co/spyros-games>), Alexandria, Egypt | August 2012
Freelance Animator

- Created a rig and an animation set for a character for a mobile game.

