

# Dan Neag

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## Education

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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

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C++	Python	Java	JavaScript	HTML	SQL	C#	JSP	Git
Autodesk Maya	Unity	IDE's	Linux	Jira	Maven	Jenkins	Accurev	

## Internship

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

- Maintained and advanced the development of various applications, web services, sites, and tools using a range of stack technologies including Java, Javascript, JSP, Maven, Tomcat, and Jenkins.
- Collaborated with team members in an Agile environment utilizing Jira and the Scrum framework.
- Created a Linux Bash script to automate creation and configuration of Apache httpd and Tomcat server instances, significantly accelerating the setup process on VMs for the team.
- Refactored a web site to enhance security by externalizing inline JavaScript and event handlers, ensuring compliance with a newly required Content-Security-Policy header.

## Personal and Class Projects

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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 for 3D model generation and GUI creation.

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.

## Professional Gigs

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

- 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

