

Donald Holley

198 College Hill Road • Mailbox #980 • Clinton, NY 13323

Email: dholleydev@gmail.com Phone: (585) 353-5706

Education

Hamilton College

Anticipated Graduation: 2020

Bachelor of Arts in Computer Science

Experience and Training

Jumpy Frog LLC

May 2018 - Present

Co-founder and partner of company created to produce and release Trumpy Frog - iOS application

- Self taught Unity to advanced level to program game
- Download Now! - on the apple app store

Hamilton College - Digital Humanities Initiative Intern

September 2018 - May 2019

DHi is a group that facilitates student/faculty projects that combine humanities and digital technology

- Unity is utilized for all projects
- Programmed virtual reality tutorial for new users of VR to become comfortable with the controls and environment

Hamilton College — Computer Science Research Assistant: Machine Learning and Art

May 2018 - July 2018

Research goal to develop a program that learns how to paint through genetic algorithms

- Utilized the art application tool Processing to produce art images
- Created the gene pool, parent crossover, physics of the brush, and a system where multiple computers wrote information to a server to speed the overall process
- Experimented with java threading

Retrotech Inc. — Software Engineering Intern

June 2017 - August 2017

Engineering and software firm specializing in automated warehouse turn key solutions

- Learned C from lead Software Engineer to assist in software updates
- Researched customized software for Retrotech's warehouse solutions
- Focused on converting libraries over from C to Python for automated sorting and retrieval system software

Skills

Proficient in C++, Python, C#, Java, Javascript, Unity, css, html; Knowledge in Ruby, Clojure

Proficient in Unity

Proficient in Processing (java-based art creation software)

Other Experience

Ludame Dare Game Jam

Online weekend-long game creation competition

- Participated in the 41st, 43rd and 44th ludum dare game jam 2019 (link in website)
- Programmed the tower defense gameplay in "Castle Crush"
- Programmed most of the gameplay in the VR game "Altar Dodge"
- Programmed some of the ai and gameplay in "Kash Kombat"