

DANIEL PERRY
Software Developer
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PROFILE

- Team-oriented
- Strong leader
- Adaptable/quick learner
- Determined, hard work ethic
- Pair programming, OOP
- Unity Game Engine
- Java, C, x86-64 Assembly, C#, Python, MATLAB, C++, Arduino
- HTML, SQL, Vue, Javascript, Typescript, WebGL
- GitHub
- Task boards, project management
- Unit testing, Playwright, Test-driven development

EDUCATION

Ohio State University, Columbus, Ohio (2021-Present)

- Major in Computer Science and Engineering major, Minor in Game Studies
- 3.8 GPA, Dean's List - Fall 2021, Spring 2022, Fall 2022, Spring 2023, Fall 2023, Spring 2024, Fall 2024

WORK EXPERIENCE

Software Developer Internship: Great American Insurance Group • May 2024 - Aug 2024

- In charge of designing and creating components to enable rapid front end development for other Great American applications
 - Utilized Vue and many other front end tools to create custom components for front end development using PrimeVue as the base
 - Worked with designers and managers to have an organized work flow and implement components as designed
- Tasked with migrating website from current Vuetify components to Great American themed components
 - Enabled developers to integrate Great American components and taught them front end development
 - Refactored entire front end to have organized code and well written tests by pair programming and using TDD

Out of Orbit Video Game: The Ohio State University • Jan 2025 - Present

- Created an open world exploration game with a group of 7 developers
 - Lead the team creatively and managerially. Used Trello task board to organize jobs
 - In charge of the entire world generation element of the game. This intertwined with all other aspects of the game, so close work and clear communication was crucial for the success of the project
 - Got more experience with GitHub version control, gaining expertise in branching and merging conflicts
 - Overcame teamwork challenges and difficult developmental/creative decisions

Band Battle Video Game: Personal Project • Jan 2024 - May 2024

- Created a turn based, chess like PvP game with unique pieces and abilities
 - Used Unity Game Engine in C# to design complex turns, main menu, winning screen, replayability, unique movement, abilities, pieces, and teams, as well as graphically designing every aspect of the game
 - Grew to understand and prioritize code readability and maintainability for refactoring, and code structure with set design patterns

Microelectronics Teaching Assistant: The Ohio State University • Jan 2024 - Dec 2024

- Assisted a professor with grading and helping students with their assignments and projects for a microelectronics course
 - Used Arduino starter kit to create several labs, making use of different types of physical components
 - Helped enable students to think creatively and critically to design unique and intricate projects
 - Developed expertise in integrating software into hardware, gained thorough understanding of the relationship between them and how to use them together

ACTIVITIES

- Ohio State University: Hack OHI/O 2022, Intramural Soccer 2024, Microelectronics TA Spring 2024 - Fall 2024
- Finneytown High School: National Honor Society 2019-2021, Marching Band 2017-2021, Varsity Soccer 2020, Varsity Tennis 2017-2021, Varsity Football 2018, JV Football 2017