DANIEL PERRY
Software Developer
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ABOUT

Passionate and skilled Game Developer, graduating *Magna Cum Laude* from The Ohio State University (Computer Science & Engineering, May 2025) with a specialization in Computer Graphics and Game Design. Proficient in Unity and C#, with a strong drive to design and implement immersive gameplay mechanics. Quick to learn new skills and expand technical expertise particularly within game development. Eager to contribute creative solutions to innovative game projects.

TECHNICAL SKILLS

- **Languages:** Java, C, C++, C#, Python, MATLAB, SQL, HTML, JavaScript, TypeScript
- **Frameworks/Libraries:** Vue.js, PrimeVue, Vuetify, Playwright
- **Tools & Platforms:** Unity Game Engine, Git, GitHub, Trello, Arduino, x86-64 Assembly
- **Methodologies:** Agile, OOP, Test-Driven Development (TDD), Pair Programming, Project Management

EDUCATION

Ohio State University, Columbus, Ohio (2021-2025)
- B.S. in Computer Science and Engineering specializing in Computer Graphics and Game Design, Minor in Game Studies
- Graduated *Magna Cum Laude*, 3.8 GPA, Dean's List: Fall 2021 - May 2025

WORK EXPERIENCE

Software Developer Internship: Great American Insurance Group • May 2024 - Aug 2024
- Designed and developed reusable Vue.js components, accelerating front-end development for multiple internal applications.
  - Engineered custom front-end components using Vue.js and PrimeVue, enhancing UI consistency and development speed across applications.
  - Collaborated with UI/UX designers and project managers to translate design specifications into functional components, ensuring adherence to project requirements and timelines.
- Contributed to the migration of an existing website from Vuetify to a custom-themed component library, improving brand alignment and maintainability.
  - Mentored a fellow developer in front-end development, ensuring a smooth position transfer post-internship.
  - Refactored the front-end codebase to improve organization and test coverage by using the methodologies of pair programming and TDD.

Out of Orbit Video Game: The Ohio State University • Jan 2025 - May 2025
- Led a 7-developer team to design and implement an open-world exploration game using Unity and C#.
  - Led creative direction and project management, ensuring timely milestone completion.
  - Managed team workflow using Trello and GitHub, assigning tasks and resolving merge conflicts collaboratively.
  - Developed the procedural world generation system in Unity, requiring close collaboration with team members to ensure seamless integration with other game mechanics.

Battle of the Bands Video Game: Personal Project • Jan 2024 - May 2024
- Independently designed and developed a turn-based PvP strategy game in Unity/C#, featuring unique unit abilities and chess-like mechanics.
  - Focused on core game design principles, implementing intuitive UX, in-game tutorials, and engaging game flow.
  - Emphasized code readability, maintainability, and reusability by applying design patterns and systematic refactoring.

Microelectronics Teaching Assistant: The Ohio State University • Jan 2024 - Dec 2024
- Supported ~300 students in a microelectronics course by grading, assisting on assignments, and clarifying challenging topics.
  - Developed and demonstrated 10 lab exercises and 1 final project using Arduino starter kits, integrating diverse physical components to illustrate microelectronics principles.
  - Mentored students in creative problem-solving and critical thinking, guiding them through the design and implementation of unique, intricate microelectronics projects.