

Daniel Muller Jones

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4300 Mayberry St., Burnaby, BC

Goal: Placement in Game Development Projects

Skills

Game Development Engines (Unity, Unreal)

Object-Oriented Programming (C#, Java, Kotlin)

General Purpose Programming (JavaScript, C, Assembly)

CAD and 3D model Tools (AutoCAD, SolidWorks, Inventor, Blender, Maya)

Education

Web and Mobile Application Development Degree, at CCCCC, Vancouver, (expected) 2020.

Control and Automation Engineering Bachelor's Degree, at Mauá Institute of Technology, Brazil, **2015**.

Experience

Development Support (Contractor) for EA (since Jul. 2020)

- Focused on playtesting, bug hunting and bug regressing.
- Working with development kits and management tools.
- Familiar with build pipelines, bug reporting tools and best-practices.

Web Developer (Freelancer) for FairSplit.com (Mar. 2020 to Jul.2020)

- Working on maintaining and upgrading code for web application on both client and server.
- Handling different interfacing programming languages at once (Python, JS, bash scripting, AngularJS, MithrilJS)
- Developing new features as well as helping in the overhaul of the entire system architecture.

Developer (Student) at Cornerstone International Community College (since Sep. 2019)

- Leading role in several group projects, from websites and scripts to Java and Kotlin applications
- Working knowledge of Structured and Object Oriented Programming
- Currently focusing in learning several programming patterns and structures for Android Development.

Game Developer (Hobbyist) (since 2015)

- Self taught game designing and developing
- Several small projects, especially collaborative and game jam projects.

Systems Technician II at Johnson Controls, Inc. (Oct. 2018 to Jul. 2019)

- Designed and developed custom BMS solutions for clients, while supervising and managing installation teams.
- Responsible for implementing a BMS system that integrates 8 subsystems, 2 buildings and more than 500 field nodes, while also interfacing the first magnetic bearing chiller of São Paulo state.

Technical Designer at Sistavac Brazil (Mar. 2017 to Jul. 2018)

- Designed and developed systems, both physical infrastructure and software, graphical interfaces and operational manuals for different BMS solutions.
- Designed several automation systems for a BSL-3 laboratory in one of the most prestiged health insitutions of Brazilian
- Responsible for interfacing with clients in several work sites, having developed lasting professional relationships that go beyond the project itself.

Achievements

- **3^o place at EMTU's Hackaton**, being invited by UITP to present the Project at *1^o Encuentro de Autoridades públicas de Movilidad Urbana de América Latina*
- **Winner of the TOTVS Award** for Technological Innovation at **Eureka 2015**, Mauá Institute of Technology final project fair, with the project **Automação Residencial Modular por Protocolo PLC**.
- **3^o place at Latin American Robotics Competition (LARC) 2010**, LEGO category, with Mauá Institute of Technology robotics team.