Daniel Gold

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Education

University of Manitoba BSc. Major Computer Science Minor Math, **September 2016 - Present**

Relevant Courses

Linear Algebra | Computer Graphics | Human-Computer Interaction | Data Structures & Algorithms

Work Experience

Field Support   **Shaw**   April 2017 - December 2017

- Assisted field technicians install and troubleshoot customer equipment
- Collaborated with peers when faced with difficult problems

Data Entry Clerk   **Investors Group**   March 2017

- Entered data for RRSP loans assuring 100% accuracy
- Completed 40+ loans per day

Customer Service   **Canadian Tire Petroleum**   May 2012 - July 2016

- Independently worked during shift, including closing duties
- Responsible for stocking merchandise & custodial duties

Projects

Online Ordering System - HTML & CSS & JavaScript, **Web**

- Developed for Human-Computer Interaction course as a 3-person group project
- Utilized git for version control and code collaboration
- Conducted user research to develop project requirements
- Built high-fidelity web-app prototype demonstrating our system

Twin Stick Shooter - Java & LibGDX, **PC**

- Developed a Simulation of a Spring-Mass system that interacts with entities
- Implemented a variation of Boids with additional rules
- Integrated 3rd-party Bloom post-processing into project

Pong Homebrew - C & libvita2d, **Playstation Vita**

- Pong clone with an AI opponent
- Developed in one week to learn more about console development

Bullet Hell - Java & LibGDX, **PC & Web**

- Top down arcade shooter with activated slow-motion mechanic
- Created system to control patterns for bullet pathing and generation
- Utilized memory pooling to avoid memory allocation increasing performance allowing the game to run in browser

Skills

Java | Gradle | C | C++ | Make | JavaScript | HTML | CSS | 3D Math | Linux | Windows | Visual Studio | git