Leo Dasso

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A versatile developer with an engineering & design background.

EXPERIENCE

Prime Digital Academy, Minneapolis, MN — *Full Stack Software Development Student*

DECEMBER 2018 - MAY 2019

Solo Project - TypeWizard

- Created web app to help people practice typing in alternate language keyboard layouts.
- Used Hangul.js for Korean language support

Group Project - End In Mind

- Client needed to collect demographic info & display event schedule.
- Created an app with a calendar, file hosting, & demographic database.
- Roles: wireframing, project management

EVCG, Seattle, WA — *Remote Developer & Tech-Artist*

JANUARY 2018 - PRESENT

- Assisted with data structures, UI scripting using C#, .NET Framework, Unity.
- Streamlined asset pipeline to cut down graphics iteration time.
- Maintain communication with team using Slack, Google Hangouts

Arachnid Games, Berkeley, CA — *Developer / Co-Founder*

JULY 2012 - FEBRUARY 2018

- Managed a team of developers to oversee 4 projects from start to finish.
- Co-designed engine architecture and data structures.
- Pitched projects to investors & publishers.

Academy of Art University, SF, CA — *Instructor*

AUGUST 2013 - MAY 2014

- Tailored coursework to introduce designers to the basics of programming.
- Created and taught Masters of Fine Art Interactive Illustration.
- Clearly communicated complex ideas to students.

SKILLS

C# ◇ .NET ◇ Object-Oriented Programming (OOP) JavaScript Node.js ◇ React.js ◇ jQuery HTML ◇ CSS ◇ Bootstrap APIs ◇ PostgreSQL ◇ mongoDB ◇ Git ◇ Visual Studio Code ◇ SubVersion

Team Communication ◇ Agile / Scrum ◇ Project Management

COMMUNITY & ACCOLADES

Panelist at GDC discussing sustainable work practices.

Speaker at LA Games Conference discussing funding for small game projects.

Cohort Member in Execution Labs' accelerator & investment program

LANGUAGES

English, Korean (novice)

EDUCATION

Prime Digital Academy, Minneapolis, MN — *Full Stack Software Engineering Certification*

DECEMBER 2018 - MAY 2019

An intensive immersion program for students of full stack software development and UX.

Execution Labs, Montreal, Quebec — *Summer Cohort*

JULY 2015 - SEPTEMBER 2015

Investment and acceleration program for game development startups to learn project management, scoping, and communication skills.

Academy of Art University, San Francisco, CA — *Bachelor of Fine Arts*

SEPTEMBER 2007 - MAY 2012

Studied design principles, time management, and professional practices.

OPEN SOURCE

TypeWizard — *React Web App*

github.com/leodasso/type-wizard

JavaScript, React.js, Express, PostgreSQL, git

A web-app that offers games and challenges designed to improve keyboarding skills.

Maze Shooter — *Unity Game*

github.com/leodasso/maze_shooter

C#, Unity, Photoshop, git

A twin-stick shooter game utilizing the latest Unity 2D features.