

# Leo Dasso

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A versatile developer with an engineering & design background.  
Damn it feels good to be a gangster.

## 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

### Archnid 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](https://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](https://github.com/leodasso/maze_shooter)

**C#, Unity, Photoshop, git**

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