Leo Dasso

SOFTWARE DEVELOPER

(336) 430 7863

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A versatile developer with a passion for developing intuitive, fun-to-use software.

Skills

TECHNICAL

JavaScript ⋄ Node.js ⋄ React.js ⋄ jQuery ⋄ git ⋄ C# ⋄ Object-Oriented Programming (OOP) ⋄ Visual Studio Code ⋄ HTML ⋄ CSS ⋄ Material UI ⋄ postgreSQL ⋄ Unity3D ⋄ Subversion ⋄ Rider

CROSS-DISCIPLINE

Team Communication ⋄ Project Management ⋄ Agile / Scrum ⋄ Sustainable Development

Experience

Prime Digital Academy – *Minneapolis, MN*

Full Stack Software Development Student

DECEMBER 2018 - MAY 2019

- Solo Project – *TypeWizard*
  - A web app to help people practice typing in alternate language keyboard layouts
  - Used Hangul.js for Korean language support

- Group Project – End In Mind
  - a non-profit org creating spaces for discussion on mortality – seeking a way to collect demographic info & clearly display event schedule
  - Created an app with a client side calendar, file hosting with AWS, and demographic database
  - Roles: wireframing, project management, calendar API integration

EVCG – *Seattle, WA*

Remote Developer & Tech-Artist

JANUARY 2018 - PRESENT

- Assisted with engine architecture, data structures, and UI scripting using C#, .NET Framework, Unity
- Streamlined pipeline & assets into engine to cut down graphics iteration time
- Maintained communication with supervisor & team using Slack, Google Hangouts

Arachnid Games – *Berkeley, CA*

Co-Founder / Developer

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 – *San Francisco, CA*

Instructor / Course Designer

AUGUST 2013 - MAY 2014

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

Education
Prime Digital Academy – *Minneapolis, MN*
DECEMBER 2018 -MAY 2019

Full Stack Software Engineering Certification
An intensive immersion program for students of full stack software development

Execution Labs – *Montreal, Quebec*
JULY 2015 - SEPTEMBER 2015

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

Academy of Art University – *San Francisco, CA*
SEPTEMBER 2007 - JUNE 2012

Bachelor of Fine Arts in Illustration

Community & Accolades
2017 – Panelist at GDC
2013 – Speaker at LA Games Conference
2017 – Shipped title *Diluvion*
2015 – Accepted to *Execution Labs*' accelerator & investment program

Open-source
TypeWizard
github.com/leodasso/type-wizard
Javascript, React.js, Express, PostgreSQL
A web-app that offers games and challenges designed to improve keyboarding skills

Maze Shooter
github.com/leodasso/maze_shooter
C#, Unity3D, Photoshop
An in-progress twin-stick shooter game utilizing the latest Unity 2D features