DANIEL PHAM

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514 513 7101 | pham.dany@gmail.com | phamdaniel.github.io
http://github.com/phamdaniel

SKILLS

LANGUAGES:	Lua, Java, Python, Swift, C, JavaScript, SQL, HTML.

PROJECTS

SOFTWARE ENGINEERING PROJECT (COMP 361) — 2014-2015

http://github.com/phamdaniel/comp361

- A 3-player turn-based strategy game, based on Civilization.
- Written in Swift for the iOS platform.
- Online play supported through Apple's GameCenter.

Wrote the entirety of the game engine.
Set up the testing system.

JOURNEY TO THE CENTER OF HAWKTHORNE — 2013-2014

http://github.com/hawkthorne/hawkthorne-journey
http://projecthawkthorne.com

- A fan made 8bit 2D platformer based on NBC's Community.
- Written in Lua and LÖVE2D.
- Sponsored by Sentry.

Member of the core development team.
Contributed mostly to the game-engine, collision handling and saving/loading.
Maintained the build and deployment systems.

RECENT EXPERIENCE

PHARMACIE THU NGUYEN — 2012-2015

Pharmaceutical Technician — Gatineau, QC

- Prescription preparations.
- Data entry and Inventory management.

EDUCATION

McGill University — 2012-Now

Major: Computer Science — Montreal, QC
GPA 2.87/4.0

COMMUNICATION

- Perfectly bilingual in English and French.
- Functional Vietnamese speech.