Daniel Litt Software Engineer

(765) 744-4598 | [daniel\_litt@comcast.net](mailto:daniel_litt@comcast.net) | <https://www.delitt.com/> | <https://github.com/shadopawn>

# SKILLS

* **LANGUAGES:** C#, Python, Java, JavaScript, Typescript, C, C++, HTML, CSS, SASS, SQL, MySQL, Oracle SQL, PHP, Swift, LaTeX
* **TECHNOLOGIES:** Git, GitHub, GitHub Pages, Perforce, Unity, VR, Blender, Substance Painter, Fusion 360, 3D printing, Arduino, AutoHotKey, Google Cloud Platform, GSAP, Three.js, React, Puppeteer, REST, Firebase, Figma, Jira, Trello
* **METHODOLOGIES:** Agile, Scrum, Kanban, Extreme Programming

# DEVELOPMENT EXPERIENCE

## [Tesla](https://www.tesla.com/), Fremont CA *— Software Engineer*

JULY 2021 - Present

* Worked with experienced engineers across many functional areas to deliver business value to internal and external stakeholders
* Designed and developed new modules on Tesla’s homegrown ERP application Warp which is used to plan, procure and produce cars
* Developed scalable solutions using tools like Angular, C#, .NET and MySQL

## [Digital Corps](https://digitalcorps.bsu.edu/), Muncie IN *— Developer*

AUGUST 2020 - MAY 2021

* Implemented [interactive 3D content](https://shadopawn.github.io/american-humor-wall1/) for the David Letterman Learning Experience, using JavaScript, HTML, CSS and Three.js
* Overhauled [Ball State’s remote teaching](https://www.delitt.com/bsu-remote-teaching) site to use tiered pay system, and comprehensive content showcase
* Collaborated with Ball State PBS to add [interactive Bob Ross experiences](https://ballstatepbs.org/bob-ross-quote-generator/) to their website, with PHP backend, JavaScript, HTML and CSS

## [Ball State SSRC](http://cms.bsu.edu/academics/centersandinstitutes/ssrc), Muncie IN *— Lead Developer*

AUGUST 2017 - JULY 2020

* Constructed a [VR simulation](https://www.delitt.com/vroom) designed to train social work students using Unity, C# and Firebase
* Designed [custom simulation hardware](https://www.delitt.com/scent-device) using Fusion 360, Arduino and C
* Filed full patent for: “[**Universal 4D-Attachments for Head-Mounted Displays with Olfactory Simulation**](https://uspto.report/patent/app/20200129997)”
* Led small team of developers using Kanban-based framework
* Ported application to desktop, [mobile VR](https://www.delitt.com/vroom-go) and web-based environments
* Architected pipeline to expedite simulation data processing using React, Electron and Google Cloud Platform

## PROJECTS

* [Auto Door](https://www.delitt.com/auto-door): Designed and built IoT door opener using Arduino, C and 3D prints
* [Weather Clock](https://www.delitt.com/weather-clock): Created small IoT weather station with custom PCB

# EDUCATION

## Ball State University, Muncie IN *— Computer Science/Engineering*

AUGUST 2017 - MAY 2021 | GPA 3.953 | Graduated Summa Cum Laude