

DANIEL SAVAGE

ABOUT

Software developer currently working in Vancouver, Canada. Interested in programming languages, game development, and software engineering methodologies.

WORK

APRIL 2016 - PRESENT

SkyBox Labs, Burnaby BC

Juitor Software Engineer

Updated existing legacy game codebases to modern desktop computers and added new features. Debugged and updated UI code between C++ and higher-level languages. Refactored and modularized legacy C++ code. Extended custom scripting languages. Updated legacy win32 applications for Windows 10 UWP. **C++, C, Lua**

FEBRUARY 2015 - JULY 2015

DoubleJump, Victoria, BC

Software Developer

Developed games for iOS and Android devices with the Unity engine. Modularized game logic code for reuse in later projects. Worked with producers, musicians, and artists to implement new features in an Agile development environment. **C#, JavaScript, Java, Unity**

MAY 2014 - DECEMBER 2014

Electronic Arts Canada, Burnaby, BC

Associate Software Engineer - Co-op





Developed and maintained cross-platform UI framework code. Wrote technical designs and implemented layout tools for user interface designers. Updated and maintained unit tests for layout algorithms within a custom runtime. Provided support for game teams integrating new releases of framework tech on PC, PS4, and Xbox One. **C#, C++, WPF, ActionScript 3 (Scaleform)**

MAY 2012 - AUGUST 2012

Blackberry, Ottawa, ON

Embedded Software Designer - Co-op

Assisted with implementation and maintenance of operating system level hardware abstraction. Programmed in C and C++, using object-oriented techniques to encapsulate firmware and driver code. Implemented features, interfaced with embedded hardware, debugged real-time camera functionality, and performed black-box testing and sanity checks for features. Was assigned and completed work items in individual and group scenarios. **C++, C**

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EDUCATION

2009 - 2015 **Computer Science**
BACHELOR'S OF SCIENCE
University of Victoria, BC

PROJECTS

- 2016 **Super Radish Witch** (danbolt.itch.io)
Cross-platform game made with web technologies. **node.js, Phaser, gulp, NW.js, Electron, JavaScript/ECMAScript 2015**
- 2014 **From the Journal of Captain Mordecai** (web)
Mobile-friendly JavaScript browser game. **node.js, gulp, Phaser, CoffeeScript**
- 2013 **Contract: Void Justice** (Xbox Live Indie Games)
Procedurally-generated, action game. **C#, XNA**
- 2012 **Prince Protect** (github.com/FrostTree-Games/PrinceProtect)
Freeware arcade game for Windows. **C**

PROGRAMMING AND FRAMEWORKS

ADEPT	C++, JavaScript, C, C#
INTERMEDIATE	Python, Lua, node.js, ECMAScript 2015
SMALL EXPERIENCE	ARM Assembly