

Dan Muller

Software and Game Developer

www.DanMullerGames.com

d.muller@digipen.edu

Objective

A driven, highly adaptable computer programmer seeking internship beginning summer of 2016 for a position developing tools, game engines, or gameplay.

Project Experience

Animus Fault – Technical Director

April, 2015 – Present

- 3D third-person shooter, written in C++ with an advanced multi-threaded engine and Lua integration
- Created and designed a full editor and asset pipeline with Qt
- Developed unique behavior tree and waypoint graph editor tools
- Created custom tools for streamlined multi-threaded development
- Managed and led technical and design teams

Elementium – Technical Director

May 2014 – April 2015

- 2D top down shooter, written in C++ with multi-threading, Lua integration and network support
- Designed and developed a component-based game engine
- Created a simple physics engine, particle engine and editor
- Created system to track and manage metrics and statistics
- Managed and led technical team and created the code standard

Mansion Mashers – Technical Director

January 2014 – April 2014

- Won Digipen's *Best Freshman Game 2014* award
- A 2D side scrolling hack and slash game, written in C
- Developed the core gameplay mechanics and engine architecture
- Designed and created multiple bosses and balanced gameplay

Insectoid – Technical Director

September 2013 - December 2013

- 2D tower defense game, written in Python using Digipen's Zero engine
- Designed and developed all gameplay with multiple difficulties
- Implemented a custom flow field algorithm for pathfinding

Languages

- C/C++ (7+ years)
- Lua (1 year)
- Java (2 years)
- C# (< 1 year)
- Python (< 1 year)

API & Tools

- Visual Studio
- Qt
- Git
- SVN
- Dr. Memory
- Doxygen
- Windows

Other Skills

- Team Leadership
- Engine Architecture
- Multi-threaded Development
- Component Based Design
- Data Driven Design
- Editor and Tools
- Gameplay Programming

Work Experience

CS170 TA – C++ Programming (Digipen Institute of Technology)

January 2016 – Present

CS120 TA – C Programming (Digipen Institute of Technology)

September 2015 – December 2015

- Assisted and taught students using their assignments and labs

CS TA – C# Programming and 3D Graphics (Digipen ProjectFUN)

May 2014 – August 2014

- Taught and assisted high school students to develop and create games in C#

Education

DigiPen Institute of Technology

Expected Graduation – December 2016

- Bachelor of Science in Computer Science in Real-Time Interactive Simulation (BSCSRTIS)
- Minor in Math and Physics