Daniel J. Sosnowski

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Education

Michigan State University – East Lansing, MI   **Graduation May 2013**
GPA: 3.74/4.00
BS, Computer Science, College of Engineering
Game Design and Development Specialization, College of Communication Arts and Sciences

Experience

Iron Galaxy Studios – Chicago, IL
Programmer   **May 2013 – Present**
- Integrating Steamworks into an exsting AAA PC game

Iron Galaxy Studios – Chicago, IL
Intern Programmer   **May 2012 – September 2012**
- Ported arcade machine minigame to Scribblenauts Remix (iOS)
- Worked on unannounced Android project, adding support for Android development into a AAA game engine
- Integrated Apsalar and Flurry analytics into the aforementioned Android project

Adventure Club Games - East Lansing, MI
Game Programmer Intern   **June 2011 - November 2011, September 2012 – January 2013**
- Worked a game engine based on DirectX 11 framework
- Modified a Unity tool to procedurally generate and texture a window
- Prototyped a level editor in Flash 5.5
- Developed a game prototype to establish game flow and core features

Games for Entertainment and Learning Lab – Michigan State University
Student Programmer   **September 2011 – May 2012**
- Gameplay programmer for MSU-themed physics-based destruction game
- Developed the core systems of a driving simulator used to promote safe driving

Skills

- Well experienced working with Unity 3D game engine and scripting in C#
- Intermediate knowledge of C, C++, Object-Oriented Programming, and Data-Oriented Design
- Experience developing game AI, including vector math, finite state machines, behavior trees, A* pathfinding, and steering behaviors
- Basic experience with OpenGL, Objective C, Javascript, CSS, and HTML
- Basic experience developing for iOS and Android devices

Activities

Spartasoft - Video Game Development Club   **August 2009 – Present**

- Serving as club President for the 2012 – 2013 school year
- Collaborated in seven 48 hour team-based game development sessions