

# DANIEL BOGHOSSIAN

[danielboghoss@gmail.com](mailto:danielboghoss@gmail.com) | (818) 913-0673 | [danielboghossian.com](http://danielboghossian.com) | [linkedin.com/in/daniel-boghossian/](https://www.linkedin.com/in/daniel-boghossian/)

## SKILLS

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**Languages:** C++/C, C#, Python, JavaScript/Typescript, HTML/CSS, SQL, R

**Game Development:** Unity (3D/2D/VR/Mobile), Unreal Engine, Godot, Post-Processing, Blender, Jira, Airtable, Zenhub, Trello, UI/UX, Figma, Methodologies (Agile, Waterfall, Scrum)

**Software Development:** Visual Studio/VSC, Node.js, APIs, SDKs, Linux, Bash, Web Scraping, Git, Perforce, AWS, React/Next.js, Angular, Firebase, Three.js

## EMPLOYMENT

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**Software Development Intern (Unity VR, Unreal, C#, C++)**

**June 2023 - September 2023**

*ESRI* *Redlands, CA*

- Reengineered public facing Unity and Unreal samples, improving overall quality of products showcased to 1000+ consumers.
- Designed and developed a Unity-based VR demo showcasing ESRI software, delivering an interactive product to end users.
- Explored impact of integrating Nvidia's CloudXR technology alongside ESRI's VR demo, documenting thorough research.
- Delivered compelling research findings to Nvidia, spearheading the establishment of a partnership between ESRI and Nvidia.

**Game Development Intern (Unity3D, C#)**

**January 2023 - April 2023**

*Best Logic Staffing* *Rocky Hill, CT (Remote)*

- Led a team of fellow interns, utilizing Scrum methodology to effectively coordinate meetings, sprints, and assign tasks.
- Established the source control infrastructure utilizing Git, providing efficient collaboration tools for the development team.
- Developed roadmap spanning from pre-production to post-release ensuring a structured development process to follow.
- Implemented core gameplay logic such as a movement and dialogue system, significantly enhancing game functionality.
- Created 3D office assets using Blender, seamlessly integrating them into the game to enhance atmosphere and immersion.

## SELECTED PROJECTS *All game projects can be found at <https://dg155.itch.io/>*

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**EnKore: Network Programmer/UI Engineer (Unreal, C++)**

**10 Weeks**

*UCI Multiplayer Game Course Project* *Irvine, CA*

- Utilized Unreal Engine 5 to develop an online multiplayer first-person shooter with multiple characters and multiple abilities.
- Collaborated with a multi-department team of 13 peers, showcasing strong teamwork, communication, and collaboration.
- Leveraged Perforce source control to coordinate implementation of C++ and Unreal changes alongside other developers.
- Implemented the online connection and lobby system by utilizing Unreal's Online Subsystem Steam API within C++.
- Engineered player specific UI elements within a multiplayer setting using C++, providing users with real-time information.

**Celestial Clash: Network Programmer (Unity 2D, C#)**

**8 Weeks**

*UCI Video Game Development Club Quarterly Project* *Irvine, CA*

- Worked within a multidisciplinary team of 14 peers as a programmer to develop an online multiplayer platform fighter.
- Utilized Unity's Fish-Net online networking extension, showcasing adaptability and proficiency in utilizing third-party tools.
- Implemented networking features such as player specific UI and a kill feed system, enhancing the games engagement.
- Collaborated with artists and level designers to integrate characters, assets, and environments seamlessly into the game.
- Assisted in the establishment of a source control infrastructure utilizing Git, educating peers on how to utilize the software.

**Musical Madness: Team Lead/Programmer (Unity 2D, C#)**

**7 Weeks**

*UCI Video Game Development Club Quarterly Project* *Irvine, CA*

- Led a dedicated 6 person team in the development of a top-down pixel shooter / dungeon crawler game, made in Unity.
- Adopted agile production strategies by scheduling meetings and sprints, effectively coordinating progress and work flow.
- Established the source control infrastructure utilizing Git, providing efficient collaboration tools for the development team.
- Created a comprehensive Game Design Document and UML diagrams, providing the team with a clear vision and structure.
- Implemented various crucial game elements, such as procedural generation of the dungeon and the enemy combat system.

## EDUCATION

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**Bachelor of Computer Science, Bachelor of Game Development**

**Expected Graduation: June 2024**

*University of California, Irvine*

*Irvine, CA*

- **GPA:** 3.99 - Dean's Honor List
- **Merits:** Head of Programming - Video Game Development Club, Student Admin - Game Development and Interactive Media Program, Member - Informatics and Computer Science Student Council