DANIEL BOGHOSSIAN

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SKILLS

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

Software Development: Visual Studio/VSC, Perforce, Node.js, API Use/Development, SDK Use/Development, REST, Linux, Bash, Web Scraping, Web Crawling, Git, AWS, React/Next.js, Angular, Firebase, Three.js, Search Engines

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

EMPLOYMENT *All software projects can be found at https://github.com/Dg155*

Software Development Intern (Unity, 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.
- Solely 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.
- Collaborated with other developers utilizing CI/CD, ensuring quality practices in the software development life cycle.

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.

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

FELLCHASER: Co-Lead/Programming Lead/VFX Artist (Unreal, C++, Blueprints)   **9 Months**

Personal Project   *Irvine, CA*

- Co-led team of 12 people utilizing Unreal Engine 5.3 to develop a 2.5D rogue-like hack and slash game, released on Steam.
- Facilitated weekly team meetings, 1:1s, playtesting sessions, and retrospectives across multiple departments.
- Organized and distributed major programming objectives among 3 engineers, breaking down tasks and providing feedback.
- Engineered procedural generation algorithm in C++, allowing designers to manipulate and fine tune patterns in engine.
- Utilized behavior trees / AI controllers to implement a multiphase boss battle, providing players a challenging end goal.
- Conducted 60+ playtesting sessions across multiple months, fine-tuning player interactions and overall gameplay experience.

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.
- Implemented the online connection and lobby system by utilizing Unreal's Online Subsystem Steam API within C++.
- Leveraged networking and C++ skills to engineer real-time, player-specific UI within a multiplayer setting.
- Operated Perforce source control to coordinate implementation of C++ and Unreal changes alongside other developers.
- Maximized player experience by conducting 20+ playtesting sessions over the span of 10 weeks, iterating on user feedback.

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.
- Assisted in the establishment of a source control infrastructure utilizing Git, educating peers on how to utilize the software.
- Collaborated with artists and level designers to integrate characters, assets, and environments seamlessly into the game.

EDUCATION

Bachelor of Computer Science, Bachelor of Game Development   **Graduated: June 2024**

University of California, Irvine   *Irvine, CA*

- **GPA:** 3.98 - 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
- **Related Coursework:** Data Structures, Analysis of Algorithms, Web Development, Coding in Game Engines