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Related Projects

Lucid [Unity, C#] – 3D roguelike, top down, combat game

Procedural Generation Programmer

- Designed a dynamic procedural generation system that created a set of areas with holes, environmental meshes, and NCP's in a deterministic approach based upon a specified seed value.

The Programmer [Unity, C#] – Top down terminal puzzle solving game

Art, Design, and Programming Lead

- Created a command-line based game that makes the user solve a variety of puzzles in a constrained environment.

Languages & Technologies

Programming Languages: Proficient in C, Java, C++, C#

Technologies: Proficient in Visual Studio, Xamaran Studio, Eclipse, XCode, LaTeX, Vim, Virtual Box, Virtual Player, Unity, MonoDevelop, Photoshop, Maya, Arduino, Raspberry Pi

Related Experience

Fiber Mountain, Cheshire, CT

Junior Software Engineer

10/2016 to Current

- Developed a command line device driver using the IIC bus that enabled system programmers to read/write data to detected Mifare cards through a SL030 card reader through a raspberry pi.

Broken Crayon Games, York, PA – Remote

Junior Programmer

03/2015 to 10/2016

- Developed an interactive main menu system that enhanced gameplay.
- Developed a variety of in game enhancements in addition to upgrading core gameplay GUI elements

Education

Quinnipiac University, Hamden, Connecticut

Bachelor of Engineering, Computer Science; Bachelor of Arts, Game Design

May 2017

Minor in Mathematics; 3.6 GPA