

# Saadiq Daniels

Software Engineer

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## ACADEMIC PROJECTS

### Lead Programmer

AUGUST 2020 - PRESENT

#### *Inferno Jumpers — A 3D city destruction game in Unity*

- Led a team of programmers using voice meetings and code reviews to learn unfamiliar tools and program the game.
- Communicated with non-computer science disciplines using distanced communication methods (MS Teams/Trello Boards) to increase team cooperation and coordination.

### Head Engine Programmer

AUGUST 2019 - APRIL 2020

#### *Overshadow — A 2D arena fighter game in a custom engine*

- Architected the main engine logic using C++ to improve performance and import systems as data.
- Educated 11 teammates in the git workflow using live examples so that the team members could work together in an integrated environment.

## EXPERIENCE

### Student Government Executive

AUGUST 2019 - PRESENT

#### *DigiPen Institute of Technology, Redmond WA*

- Student government executive who advocates for student welfare and coordinates student events.
- Maximized usage of a 3,000 budget to host an event that was attended by 400+ people.
- Facilitated communication about student concerns DigiPen staff and faculty by polling for student opinions and attending student meetings to improve the student experience at DigiPen.

## EDUCATION

### B.S. in Computer Science in Real Time Interactive

#### Simulation

EXPECTED GRADUATION APRIL 2022

#### *DigiPen Institute of Technology, Redmond WA*

## SKILLS

Git/Github – Used on

Overshadow as a version control system

CLion – Used on class specific projects

Visual Studio Code – Used on Inferno Jumpers to edit C# scripts

Visual Studio – Used on Overshadow to write C++ files

Doxygen – Used on Overshadow to document code

Subversion – Used on Inferno Jumpers as a version control system

Unity Game Engine – Used on Inferno Jumpers as a game engine

## LANGUAGES

C

C++

Bash

CMake

C#