

Daniel Piers

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Education

University of North Texas 2007 – Fall 2010

Pursuing a BS in Computer Science

Courses:

- Game Programming I/II, Game Math & Physics, Advanced Topics in Game Development
- Calculus I/II, Probability, Linear Algebra & Vector Geometry, Discrete Mathematics

Computer Science GPA: 3.22 **Mathematics GPA:** 3.67

Extracurricular:

- Treasurer – UNT Association of Computing Machinery Chapter (2008 – Present)
- CSEagle Ambassador (2008 – Present)

Work Experience

University of North Texas 2009 – Present

Lab Manager - Laboratory for Recreational Computing

Job duties:

- Assist other students with their game programming projects
- Manage user accounts (smbldap)
- Maintain SVN server
- Update workstations

Skills

- C++ (3 years), Objective-C (1 year), Java (1 year)
- iPhone, Windows/DirectX, Xbox 360 experience
- Visual Studio, XCode, Subversion, Microsoft Office

Projects

Runt the Rollbot - iPhone 2009

- Multitouch, accelerometer controls, in-app purchase
- Achievements and leaderboards via OpenFeint
- Based on Cocos2D for iPhone, uses Chipmunk for physics
- Published on App Store

Zombie Massacre - PC 2009

- Based on SAGE (Simple Academic Game Engine), UNT's in-house DirectX based game engine.
- Modified camera, enemies (AI/spawning), particle effects, attacks, movement, ...

Colour - XNA 2008

- 2D platformer based on a tiled engine sample from Smudged Cat Games.