

# Daniel T. Sanders

## Gameplay Engineer

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## Skills

C#, Java, C/C++, GLSL (WebGL), Python, Javascript, HTML/CSS, Unreal Engine, Unity, Visual Studio, Autodesk Maya

## Project Experience

**Ritmo** | Gameplay Engineer | Team Size: 12

Engine: Unity

- Produced a Unity extension to assist level builders in creating new levels.
- Set up player movement and input systems.
- Wrote scripts to control the camera during gameplay.
- Developed a CG shader for a visual effect when players land on platforms.
- Worked on menu systems and gameplay UI.
- Added gameplay modifiers players can toggle on or off to change their experience.

**Beat the Bully** | Gameplay Engineer | Team size: 8

Engine: Unity

- Implemented scripts to control enemy AI
- Made scripts to control the camera during gameplay.

See website for more game details.

## Work Experience

### Senior Software Engineer

**Motorola Solutions** | August 2016 – October 2020 | West Valley City, UT

- Created and maintained data entry screens for desktop clients written in WPF using C#.
- Maintained and expanded Java webapps for customer-hosted Apache Tomcat servers. These webapps validated customer data and formatted it for submission to government agencies.
- Analyzed legacy systems written in C/C++ to make changes to the previous codebase.
- Built cloud-based .Net Core and Tomcat microservices hosted in a kubernetes cluster, including writing and managing build pipelines in Azure DevOps.
- Converted on-premise relational data to Azure CosmosDB documents for use in cloud-based systems.
- Utilized open source libraries to convert customer data to Excel spreadsheets.

### Software Engineer Intern

**Spillman Technologies** | September 2013 – August 2016 | West Valley City, UT

- Constructed internal web-based development utilities for users in the company using a Microsoft SQL Server + ASP.NET MVC backend, and a CSHTML/Razor, CSS, and Javascript front end.
- Managed the company's instance of JIRA, including maintaining and expanding a custom Java plugin.

## Education

B.S. in Computer Science, Entertainment Arts and Engineering Emphasis  
University of Utah | Graduated May 2015