

Daniel McLean

<http://dan-mclean.com>

<https://www.linkedin.com/in/justdanmclean>

25 Winooski Falls Way Apt 405 Winooski, VT, 05404 • (802) 535-4857 • [the.dan.mclean@gmail.com](mailto:the.dan.mclean@gmail.com)

### Executive Statement

Programmer who enjoys finding solutions to problems and leading the charge into the unknown.

### Education

Champlain College

August 2012 - May 2016 (Expected)

Bachelor of Science in Game Programming

### Skills & Expertise

#### Languages

- C#
- C++
- Actionscript 3.0
- Java
- C

#### Frameworks

- Unreal Engine 4
- Unity
- Starling
- XNA
- SFML
- WPF

#### Systems

- Redmine
- JIRA
- Jenkins
- Bamboo

#### Version Control

- Git
- SVN
- Mercurial

### Projects:

#### Dan Shredder In: Hellzone

*Team Size: 11. Role: Systems Programmer*

On-rails game where one targets enemies with a dance pad, and kills enemies by playing riffs on a guitar.

#### The Root of the Problem

*Team Size: 4. Role: Lead Programmer*

Multiplayer Cooperative Action game where players must team together to overcome the plant invasion.

#### MTGPriceBot

A bot for Reddit that replies to comments with price data of mentioned Magic: The Gathering cards.

#### Twitch Plays Your Game Library

A C# library to allow gameplay control through Twitch IRC chat.

#### Image Based Autosplitting

A component for the program LiveSplit to let users automate input based off input from a video capture device.

### Work Experience

#### Programming Intern at Mobile Heartbeat

May 2015 - August 2015

Created Tools to help assist day to day operations such as crash reporting and updating client systems.

#### Resident Assistant at Governor's Institutes of Vermont

June 2014

Helped high school students learn basic AS 3.0 and C++ programming and practises and helped promote computer science as a career path.