

## Daniel Cortell

Apollo Beach, Florida

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**Game Portfolio website:** <https://www.danielcortellgamesportfolio.net>

**Objective:** To become a part of an energetic Game Design team by pioneering the use of new and innovative technologies (e.g. AI) that transports the user to virtual worlds with enhanced immersion.

### Key Areas of Interest:

- Won **First Place** in the Orlando 2021 Armed Forces Jam, assigned to our team who utilized my recommendation to use a "Kill House" to develop a virtual reality game.
- Proficient in **Unity C#, VR systems**, Bug fixes, documentation, and remediation.
- Collaborative Team Player with success in assisting to meet project tasks deadlines and time constraints.
- Working knowledge of Unreal, JIRA, Scrum Boards, SLACK, and Plastic SCM repository.

### Work Experience:

**HAVIK Solutions, Orlando Florida**

**1/2023-11/2023**

#### **Unity Developer (Virtual Reality)**

- Responsible for validating and the verification of newly developed code, utilizing **AGILE** methodology, to ensure that they met the user stories' acceptance criteria and overarching **JIRA EPIC's** project objectives.
- Ensured that existing gaming systems dependencies were incorporated into the new codes/systems by testing to ascertain that they worked as intended.
- Spearheaded the debugging and optimization of newly developed code.
- Provided well-received recommendations to expedite the training code specification that greatly assisted in meeting the project requirements in time for the Interservice/Industry Training, Simulation, and Education Conference (ITSEC).
- Team player who effectively collaborated with all levels to refine our **VR** software UX. Proficient soft skills, project and time management.
- Performed QA Loops and provided specified bug documentation.

**A Square Game and Simulation, LLC, Orlando Florida**

**2/2021-1/2023**

#### **Unity Developer**

- Experience with professional game development, simulation, and programming using tools and methods.
- Responsible for making AR changes based on customer experience feedback. I used my knowledge of **C#, Unity, and Unreal**.
- Strong communication skills and the ability to enhance and contribute to development teams.
- Proficient in achieving goals per prescribed deadlines and achieving high-quality solutions.
- Self-starter with acute attention to detail to meet project standards.
- Ability to self-manage, and work in an environment of high autonomy.
- Worked on various internal R&D projects involved with integrating new technology .
- Experience with databases (Amazon AWS S3 buckets / Firebase)
- Ability to troubleshoot and embrace change to drive new and existing features of game engines like Unity and Unreal Engine
- Experience and knowledge of the inner workings of game engines including, but not limited to, rendering, physics, AI, sound, and networking
- Knowledgeable git package developer and integrator within unity
- Assisted in developing VR training applications
- Responsible for identifying performance bottlenecks and providing timely solutions
- Experience with creating technical design documents and bug reports
- Provided constructing gameplay system design from inception to completion
- Known team member for providing creative thinking and innovative design concepts

- Experience with working closely with other coders, artists, and animators to contribute to game architecture and technical design
- Knowledgeable in writing extensible and easily maintained game code using a combination of blueprints, C++, and GPU-based shader code

## Education

**University of Central Florida**, Orlando, Florida

**GPA 3.5**

**8/2016-5/2020**

**Major:** Digital Interactive Media - Game Design

- Open, collaborative & proven team player with the ability to initiate and drive projects to successful completion with minimal or no guidance.
- Dean's List
- 2020 UCF Graduate, Bachelor of Arts
- Recipient of the Knights Achievement Scholarship Award for 8 semesters by maintaining a 3.5 GPA
- Recipient of the Dean's List for four semesters.
- Functioned as the lead programmer, producer, tester, and debugger of many of the games over multiple iterations that took considerable effort.
- Spearheaded and assumed many roles to successfully meet the project's timelines and tasks to assist the team with the final video game execution.
- Developed games to be played on a PC, Android, and or Xbox using Unity version 2018.3.6f1 and 2019.2.9f1.

## Awards

- Won First Place in the Orlando 2021 Armed Forces Jam, by utilizing my recommendation to use a "Kill House" to develop a virtual reality game.
- Dean's List **9/2016-5/2020**
- UCF Knights Scholarship (All semesters) **9/2016-5/2020**

## Game Design and Programming Skills

- **Building Plug-in and Packages** - to support Unity
- **Functionality with Servers** - Server database to function with Unity
- **Web GL**
- **Coding Languages:** C#, Java, HTML, C++(Unreal Visual Coding)
- **Coding Skills:** Rock solid efficient coding practices, Organized labeled code, Strong bug solving techniques
- **Game Development Software:** Unity (Proficient), Unreal (Intermediate)
- **Unity:** Prefabs, Instantiating, 3D model implementation, audio Implementation, Graphics Implementation, Game AI, 2D & 3D development, Knowledgeable of UI
- **Development Platforms:** IOS, Android, PC, Xbox
- **Unreal:** Visual Coding tool, Blueprints, Asset Implementation,
- **Game Development Roles:** Level Designer, Lead Programmer, Producer, Bug Tester
- **Level Design:** Ability to build lore-friendly environments, Set dressing, Guide player progression through the level layout, Experience making multiple styles of dungeon rooms (Gauntlet, Puzzle, Item, Boss, etc.)
- **Development Skills:** Knowledgeable in Agile Development (Involving scrum meetings, sprints, and post-Mortems), Ability to prioritize & manage tasks, experience creating tabletop games (Ex: board and card games)

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**References furnished upon request**

