

Daniel Cortell

Software Engineer

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L4 Senior Software Engineer / Unity Developer with 4+ years of experience building VR/AR, mobile, and simulation software using C#, Unity, .NET, AWS, and Azure.

Portfolios:

LinkedIn: <https://www.linkedin.com/in/daniel-cortell>

My Portfolio (Games, Unity / VR Projects): <https://www.danielcortellgamesportfolio.net>

My Code on GitHub (C# / Unity Code): <https://github.com/Tugero>

Technologies / Skills

Languages: C# (8+ Years), Java, C++, OOP (8+ Years), CSS, HTML, JavaScript, Python (1+ years)

Frameworks: .NET (8+ Years), Unity API (8+ Years), IOS/Android publishing (3+ Years),

AI/ML with Python (1 year)

Game Engines: Unity (8+ Years), Unreal Engine

Artistic Tools: Substance Painter, Photoshop (3+ years), Blender, Maya, Shader Coding

Cloud & Backend: AWS (3+ years), Microsoft Azure AI Services, Firebase

DevOps & Tools: Git (8+ Years), GitHub CI/CD (8+ Years), Plastic SCM, Jira, Google Docs, Microsoft Office

Methodologies: Agile (8+ Years), Code Review (8+ Years), Unit & Integration Testing (8+ Years)

Roles: Scrum Master (4+ Years), Level Designer, Lead Programmer (3+ Years), Bug Tester (8+ Years)

Certifications

- **Machine Learning**, Stanford University **June 2026**
- **Advanced Learning Algorithms**, Stanford University **April 2026**
- **Supervised Machine Learning: Regression and Classification**, Stanford University **March 2026**
- **Explore Emerging Tech**, IBM SkillsBuild **September 2025**

Game Jams

- **[16th out of 76] Oink Jam**, yuleedev **January - February 2026**
- **[1st] Lame Jam 58**, TorDev **January 2026**
- **Orlando 2021 Armed Forces Jam 1st place** **November 2021**

Work Experience:

Senior Unity Developer

HAVIK Solutions, Orlando, Florida

1/2023 - 11/2023

- Developed Unity - C# virtual reality military training simulations using real-time 3D systems, integrating battlefield communication workflows and simulation logic.
 - The simulation involved training soldiers on the ground in their ability to communicate important aspects of the battlefield to air, artillery, and/or command
- Took charge of validating and verifying newly developed code. Ensured projects met the user stories' acceptance criteria and the overarching Jira Epics' project objectives.
- Led testing of existing gaming systems' dependencies, which were incorporated into the new C# codes/systems, to ascertain that they worked as intended.

Senior Unity Developer

A Square Game and Simulation, LLC, Orlando, Florida

2/2021 - 1/2023

- Led development of various AR Experiences. Through Unity, coded with C#. Created efficient Android and IOS apps (branded as **Electrofly** and **Highdeas AR**) through an agile group development style. Developed new technologies through research and testing.
- Worked with Jira Epics to ensure the timely completion of tasks
- Joined in out-of-work games with coworkers, winning first place with my proposed idea for a kill house

Education

University of Central Florida: Bachelor of Arts in Digital Interactive Media - Game Design.
2020

Graduated

8/2016-5/2020, Orlando, Florida

GPA 3.5

Led a team of 13

Knights Achievement Scholarship Award **9/2016-5/2020**

Dean's List **9/2016-5/2020**

References Furnished Upon Request