



Daniel Jung

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Skills

Software: Adobe Creative Suite, Autodesk Maya, Microsoft Office, Microsoft Visual Studio, Apple XCode, FlashDevelop, Flixel, Unity 3D, cocos2D, Perforce, Subversion, Bazaar, Git

Platforms: iOS, Unix/Linux, Mac OS X, Windows

Languages: HTML5, CSS3, JavaScript, Java, C++, C#, Objective-C, ActionScript 3.0, jQuery

Experience

Silence on the Line Team

Game Programmer and Technical Designer

Blackwood, NJ
January 2013

- Worked together with other teammates on enemy and items
- Wrote player controls in C#

Space Lords

Game Programmer

Oaks, PA
June 2012

- Wrote player controls and gameplay mechanic scripts in C#
- Maintained changes in software with Git

DanielHJung.com

Programmer, 2D Artist, Audio Editor, Web Developer

Broomall, PA
September 2010 - Present

- Used AS3 and Objective-C to program games
- Drew 2D digital art assets
- Produced retro-style sound effects
- Published Flash games and an iOS game
- Developed a custom Wordpress theme

Bug Busters Studios

Concept Artist, Sound Designer, Programmer

Philadelphia, PA
September 2010 - March 2011

- Drew character concept art
- Helped the team write the design document
- Recorded and edited sound effects and voices
- Programmed Unity 3D scripts to play sounds and music

Education

Drexel University

Bachelor of Science in Digital Media

Philadelphia, PA
Graduated in 2011

- Drexel University Dean's Scholarship, 2007-2011