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Daniel Zeligman

Portfolio: www.DanielZeligman.com
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Work Experience

Electronic Arts

Los Angeles, California, Summer 2009

Role: Software Engineer Intern

- Developed hardware shader prototypes for an unannounced mobile title and platform
- Ported J2ME / BREW based M3G loader to a C++ and OpenGL ES 2.0 framework
- Provided bug fixing, load analysis and maintenance for Scrabble for Facebook, iPhone and IGoogle

Nanonation / Raikes School Design Studio

Lincoln, NE, August 2008-May 2009

Role: Graphics Programmer

- Created scriptable rendering engine of digital media framework using QT/OpenGL
- Delivered a complete multi-platform project from architecture to release

Cerner Corporation / Raikes School Design Studio

Lincoln, NE, August 2009-May 2010

Role: Scrum Master

- Facilitated team developing real-time mobile Hospital navigation system using Java, Hibernate, Spring
- Architected path finding system for the iPhone and multiple mobile platforms

Cerner Corporation

Kansas City, Missouri, Summer 2008

Role: Technical Intern

- Implemented J-Unit functional and unit tests validating internal processes
- Engineered Eclipse plug-in, increasing efficiency of test tracing and requirement coverage

Related Projects

Nuts

December 2009-Present

- 3D Platformer using C++, Havok Physics, Ogre3D graphics, and self made component engine
- Features XML level loader, third person camera control, and custom triggers

Fusion

June 2008- September 2008

- 2D space shooter with flexible collision detection
- Game state management developed with finite state automata

Technical Skills

Languages

- Highly Skilled: C/C++, C#, Java
- Skilled: Haskell, JavaScript, PHP, ASP, ColdFusion
- Experience with: Lua, Perl, Cg, X86 Assembly, Objective C

Framework / Library

- Havok Physics, OpenGL 2, OpenGL ES, QT, J2ME, BREW, Ogre3D, XNA

Education

University of Nebraska-Lincoln Major: Computer Science Minor: Business GPA: 3.65 Graduation: May 2010
Jeffrey S. Raikes School of Computer Science and Management

Activities

University of Nebraska Game Development Club

August 2008-May 2009

Role: President and Founder