

# Daniel Anthony

## Software Engineer

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### TECHNICAL SKILLS

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- C# and C++
- Unity
- Unreal Engine
- HTML/CSS/JavaScript
- SQL
- Python
- Adobe Photoshop and Animate
- Microsoft Visual Studio

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### WORK EXPERIENCE

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#### SOFTWARE GAMING ENGINEER

**Educational Gamification Platform** | The Commons XR, San Diego, CA, August 2022 - Present [Remote]

A large-scale platform (Web, Data Modeling, Unity Multiplayer Immersive experience) dealing with analytic data from the 3D experience for AI Modeling. Communication and interface discussions are a necessity with data and web developers for data integration and communication tools.

- Optimized user class handling by building a management tool to streamline control over access and permissions based on assigned class sub-types.
- Created a resource allocation tool that allows users to determine which assets to transport between locations, as well as various UI interactivity options based on their object types.
- Facilitated object list management using a customized window for editors to quickly add new objects and test them as needed.
- Fixed communication bugs to ensure proper compatibility with Azure/SQL Databases from which were accessed and/or withdrawn using Unity.
- Connected to the Azure server to download various asset bundles and easily upload new ones without the need for software updates.

#### GAME PROGRAMMER

**Pothole Killers** | Vacilón Games, May 2020 - May 2021, Android, Google Play Store

Built and published Pothole Killers, a top-down endless driver/shooter game with a small team of 4 using Unity and C#.

- Created a custom menu manager tool to create responsive and dynamic UI allowing for efficiently handling multiple sub-menus in-game, instantly switching between them and maintaining states of menus.
- Optimized the game loop using a level manager that spawns small segments, each containing a list of obstacles, while gradually increasing the speed for an escalating challenge.
- Enhanced player engagement with achievements, leaderboard, ads, and in-app purchases using Google Play Games and Google AdMob.

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### PROJECTS

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**MixMaster DJ Turntable** | April 2023 - May 2023, Android, Google Play Store

A DJ music mixer app made in Unity where users can upload, mix, and play their music.

- Created and released MixMaster, a music app that allows users to upload, mix and play their own music.
- Connected to a SQL Database using PHP for users to create user accounts and post comments.

**Musica Sonidera Radio** | Jan 2023 - Feb 2023, Android, Google Play Store

A music player app enabling users to play a wide array of songs. Responsible for re-writing major sections code (ActionScript 3) for enhancing user experience and adding functions.

- Worked on Play Store compatibility features such as reviews and sharing.
- Integrated file browsing to allow users to upload and play their own music.
- Implemented a search menu using PHP with SQL for users to find their favorite songs.

**Extremophile** | Jan 2023, Global Game Jam

Worked with a group of 5, responsible for scripting obstacles, projectile mechanics and surface detection for a 2D platformer using Unity and GitHub.

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### EDUCATION

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**Atlantic University College** | Guaynabo, PR, Aug 2018 - Feb 2020

*Master of Science in Programming of Interactive Technologies*

- Programmed for multiple college projects, including a card-based action role-playing demo that features an inventory system, character stats, and a real-time battle system with each card featuring a unique effect.

**Atlantic University College** | Guaynabo, PR, Aug 2014 - Aug 2018

*Bachelor Degree in Science of Art and Design of Video Games with Programming*

- Focused on programming & game design, 2D/3D practices, sound design, and team collaboration.