

# DANIEL JARAMILLO

## OBJECTIVE

---

Master of Computer Science Graduate looking for a challenging software engineering career.

## RELEVANT SKILLS

---

- Proficient with C/C++, Java, and C#.
- Working knowledge of XNA Game Studio, iOS, Android, Windows Phone 7, Game Design and Software Development. Experience with programming tools such as Matlab, Visual Studio and Eclipse.
- Comfortable working with Python, PHP, ActionScript, Digital Signal Processing, Computer Networking, Multi-Agent Programming, Automata Theory, Cryptography, Automated Control Design, Electromagnetics and Systems Engineering.

## EXPERIENCE

---

NMSU CS Department, Las Cruces, NM Jan. 2008 – Jul. 2011

- Published Paper as a Research Assistant: K. Villaverde, D. Jaramillo, "Game Design and Development Course Taught with Alice", the Journal of Computing Sciences in Colleges, Vol. 26, No. 2, pp. 22-29, Dec. 2010.
- Presented three research papers and three posters at the national meetings of the Computer Alliance of Hispanic Serving Institutions.
- Lead Programmer and Designer for multiple projects including:
  - Android Card Game, 1 semester, 5 team mates.
  - Google Web Toolkit Student Calendar Webapp, 1 semester, 3 team mates.
  - Two Alice video games, 1 semester, 2 team mates.
  - Windows Phone 7 puzzle game Velutinous, sole developer with 1 artist.
- Computer Animation and Game Design instructor.
  - Taught for five semesters and three summer camps, all with excellent evaluations.
  - Created and refined curriculum still in use by current instructors.

Jamco America, Everett, WA May 2008 – Aug. 2008

- Electrical Engineering Intern, designed parts database application using PHP/MYSQL.

GameStop, Las Cruces, NM Nov. 2004 – July 2006, Dec. 2007 – Present

- Shift manager, constant customer interaction, task delegation and personnel management.

## ADDITIONAL QUALIFICATIONS

---

- Founded the NMSU Game Development Club, President for three years.
- Designed and constructed a demonstration robot from scratch for the NMSU BEST Program.
- Script writer and product representative at the CES and IHRSA conventions for Konami DEA.
- Designed an artificial intelligence for the video game StarCraft with two other graduate students.

## EDUCATION

---

Master's in Computer Science GPA 3.64

*New Mexico State University* 2008 – 2011

- Master's Project: Researched the Windows Phone 7 as a development platform by designing and developing the puzzle game Velutinous.

Bachelor's in Electrical Engineering with Supplemental Mathematics Major

*New Mexico State University* 2001 – 2007