

DANIEL J. SOLTYKA JR.
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TECHNICAL SKILLS

Languages

- Proficient in: C++, C#, UnrealScript
- Familiar with: HLSL, XML, JSON, PHP, MySQL

Tools and Technologies

- Visual Studio 2008 / 2010, SVN, DirectX 9/10 SDK, Microsoft XNA Framework, UnrealEngine3 (via UDK)
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EDUCATION

University of Advancing Technology

Graduated November 2011

Tempe, Arizona

- B.S., Software Engineering / Video Game Programming
 - Graduated Summa Cum Laude with a GPA of 4.0
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WORK EXPERIENCE

Lead Programmer (*Intruder Alert!, Okuda*)

March 2011 - Present

Programmer (*Overwatch*)

April 2010 – March 2011

redMatter (Independent Studio)

Intruder Alert! (UDK)

- Performed large scale design and implementation of client / server architecture using UnrealScript
- Designed and implemented component based AI system
- Utilized Scaleform in the implementation of game menus and UI
- Created multiple materials using UnrealEd used for static meshes and landscapes
- Analyzed existing code provided with UDK and ported over reusable systems in order to conserve development time

Okuda (Game Management Tool)

- Designed multithreaded update system utilizing C# and Microsoft WPF UI elements
- Developed system which allows the end user to install and update game products over the internet
- Utilized named pipes allowing the application to communicate with game products via a windows service and proxy DLL

Overwatch (Half-Life 2 Mod)

- Performed modification of existing client / server architecture using the C++ and the Source SDK
- Developed new gameplay elements through custom class implementation as well as modifications to existing engine features
- Developed new data driven GUI elements using VGUI
- Designed and implemented various algorithms utilizing linear algebra and trigonometry in regards to 2D/3D coordinate transformations and camera manipulation

Microcomputer Technical Support Specialist

March 2011 – Present

Erie 1 BOCES

- Configured, installed, and maintained Nortel and Cisco layer 2 switching and layer 3 routing devices, Checkpoint firewalls, and various VPN appliances
 - Troubleshot various network issues including throughput problems, loops, and wireless access
 - Performed network and firewall analysis in order to proactively identify and resolve potential problems
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PERSONAL PROJECTS

2D Platformer – C# / XNA

- 2D Game divided into separate modules containing engine and gameplay systems
- Integrated with 3rd party physics library called Farseer Physics
- Utilizes rendering engine noted below

2D World Builder / Rendering Engine – C# / XNA

- Data driven using XML to define maps and entities
- Custom plugin architecture
- 2D deferred lighting system using custom HLSL shaders