Github/Gitlab: /danshumway
LinkedIn: /in/danielshumway

DANIEL SHUMWAY

danshumway.com
workwithme@danielshumway.com

Education

Rochester Institute of Technology
B.S. in Game Design and Development (3.8 GPA)
December, 2014

Skills

Programming
Fluent in Javascript (ES8+), HTML 5+, Modern CSS (incl Tailwind/BEM).
Proficient with Typescript, Templating (Sass/Less, Handlebars).
Familiar with WebGL/GLSL, C#, PHP, Python.
Learning Rust, WASM (text format).

Technologies and Tools
Fluent with Linux (server/desktop), Git, NodeJS/NPM, ReactJS.
Proficient with MongoDB, VueJS, WebComponents, D3.js, Web/Audio/Service Workers, WebExtension APIs (Firefox), Web hosting/DNS managment.
Familiar with ExpressJS, Docker, SQL.
Learning libInput, Linux virtual devices.

Industry Practices
Fluent with Test driven development, Agile, Functional and Object-Oriented programming.
Proficient with Continuous deployment, Accessibility, Application Security (SSL, CORS, XSS, encryption, etc), Prototyping/Design, UX Development.

Work Experience

Independent Development at Latinforimagination
March 2018—Present
Independent game development handling design, programming, art, and music/audio production. Currently working on Loop Thesis, a time traveling puzzle game.

Software Engineer at Near Miss Management
December 2018—June 2022 (full-time), June 2023—November 2023 (contracting)
Worked with a small team to handle both front-end and backend architecture, maintenance and feature implementation in Javascript/Typescript/Node. Worked on feature planning and development with Product Owners/CEOs, Database/schema management and planning (MongoDB), front-end styling and UX development (React/Redux), dev/support tooling and infrastructure, and QA/debugging/testing.

Software Engineer at Oracle CEGBU
March 2015—March 2018
Developed and maintained cross-cutting features for Prime, a construction management tool, using HTML5/Javascript. Responsibilities included planning/prototyping features, interfacing with BAs/product owners, researching new technologies, supporting and advising other teams, and restoring and maintaining older pages and features.

Contractor at JCC of Metropolitan Detroit
May 2014—August 2014
Led a team of three to design, build, and launch a Build-Your-Own-Superhero display and an augmented reality phone app for a Jewish Museum, using HTML5/Javascript.

Mobile Training App Designer at Xerox
March 2013—June 2013
Worked as the sole developer/designer alongside a team of product owners and stakeholders to design and prototype a mobile game to aid with internal sales training, using HTML5, Javascript, XML, and SQL.

Projects

Serverboy
Headless Gameboy emulator, 2018, Javascript

Independently developing a headless, dependency free Gameboy emulator designed to be run on single-core servers. The emulator is highly scriptable to facilitate creating interesting experiments.
Source: gitlab.com/piglet-plays/serverboy.js

Distilled
Testing Framework, 2017, Javascript

Independently developing and marketing a Javascript testing framework built for flexibility and optimized for asynchronous testing.
Site: distilledjs.com   Source: gitlab.com/distilled/distilled

Dormouse
Documentation Generator, 2017, Javascript

Independently developing a Javascript documentation generator, built to be unopinionated and adaptable to a wide variety of coding styles and projects. Currently in early stages of development.
Source: gitlab.com/dormouse/dormouse

Eyes Open
Horror/Stealth Game, 2013, Monogame, C#

Managed and led a team of three to develop and kickstart a randomly generated horror game in which players were forced to close their eyes and navigate levels blindly. Raised over 5,000 dollars of an 8,000 dollar goal.
Kickstarter: kck.st/14NUFl4