

DANIEL LITTLE

Game Developer, Designer

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Education

Quinnipiac University (Hamden, CT)

- Bachelor of Arts May 2021:
- Game Design Major, Computer Science Minor
- Dean's List: 2017-2021

Work Experience

Arrow International

March 2022- Present

Software Engineer

- Developed and researched electronic pull tab games for charitable gaming.
- Worked on maintaining various existing C# based projects for various states' specifications.
- Developed new games for the electronic pull tab scene across North America.

PreviewLabs

June 2021 - August 2021

Intern

- Researched and worked with new technologies developing projects to get a further understanding of their capabilities and possible use cases.

play4REAL XR Lab at Yale University

October 2020 – September 2021

Assistant and Game Developers

- Funded by Epic MegaGrant in partnership with Quinnipiac University Game Design and Development Program.
- Member of Ad-Tacker AR team to develop a prototype AR game using UE4.
- AD-Tacker AR game raises awareness of advertising tactics targeting teens and young adults.

Technical Skills

- Unity3D/2D
- C#
- VR/AR
- GitHub
- Trello
- Scrum
- Microsoft Office
- Unreal Engine
- C++

Games

- [Mafia Simulator](#): Card Simulator, RPG
- [Into The Patty Tomb](#): Top Down, Adventure
- [Project Wattson](#): First Person, Puzzle Game
- [REM](#): Third Person, Narrative, Action Game
- [Super Babbo 2: The Finale](#): Visual Novel Adventure
- [Super Gramps World Adventure](#): Visual Novel Adventure

Awards

- **Best Overall Game**
- **(GDD Showcase)**
- REM (2020)

- **Best Overall Game**
- **(Game Developers Club)**
- Into The Patty Tomb

Other Skills

- Japanese: Intermediate Level
- Project Management