

# Daniel Jalali

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## Education

**FLORIDA INTERNATIONAL UNIVERSITY**  
Computer Science, BA

**JUNE 2021 – APRIL 2025**  
Miami, Florida

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## Skills

**Software Development:** Python 3, Java, C#, Visual Studio 2019/2022, Lightship, ARDK API, AWS, MySQL, Node.js  
**Game Development:** Blueprint Scripting, Unreal Engine 4/5, Unity 2020-2023, UMG, Blender, VRC SDK, UdonSharp  
**Operating Systems:** HoloLens 2, iOS, Android, Oculus 2/Pro

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## Relevant Experience

### HASH STUDIOS

**JULY 2024 – PRESENT 2024**

#### Software Engineering Intern

**Miami, Florida**

- Managed a **MySQL** database, optimizing storage and retrieval processes for user data like **emails**, Patreon **usernames**, subscription **tiers**, and **visual assets**, ensuring secure handling.
- Developed backend systems in **C#** and **UdonSharp** for Unity menus, focusing on user-interaction that enhanced event management and user experience in VRChat's social environments.
- Engineered a user management menu in **Unity's** 3D-world space using **C#** and **VRC SDK** for VRChat, allowing network-wide control over roles, bans, and teleportation, with **head tracking** to adjust for avatar size and movement.
- Automated UI code generation with a **Python** script, saving 2-3 hours per project and reducing errors.

### FIU ROBOTICS AND DIGITAL FABRICATION LAB

**AUGUST 2022 – SEPTEMBER 2024**

#### Student Senior Robotic Lab Assistant

**Miami, Florida**

- Developed AR/VR applications to engage children and parents in interactive activities, encouraging physical movement and exploration.
- Conducted research on **VPS** in Lightship for accurate spatial localization and **ARDK** for immersive AR experiences including **object rendering**, event-driven spawning, and real-time progress tracking.
- Led the development of cross-platform interactive applications for **iOS** and **Android**, utilizing **Visual Studio**, **XCode**, and **Android SDK/NDK** to ensure seamless user interaction.
- Worked on an **MRTK** project for **HoloLens**, integrating mixed reality tools with **Vuforia** to create an immersive learning environment, involving object grabbing, menu interactions, and visual tracking to enhance learning with Arduino.

### MIAMI-DADE COUNTY

**MAY 2024 – MAY 2024**

#### Data Science Intern

**Miami, Florida**

- Developed predictive models in **Python**, using **correlation matrix heatmaps** to identify key trends and inform data-driven policy recommendations.
- Designed and presented **Power BI** dashboards analyzing gender-based sentencing patterns, providing insights that guided leadership decisions.
- Utilized **Microsoft Teams** for effective team communication and collaboration, ensuring seamless project coordination.
- Managed version control and project workflows using **Azure DevOps** and **Git**, maintaining code quality and smooth collaboration.
- Presented final project outcomes and reports to senior leadership, including the CIO of Miami-Dade County IT

### VEU

**MAY 2023 – AUGUST 2023**

#### Lead UdonSharp Developer

**Miami, Florida**

- Collaborated with a 9-member team to design a VR world for a significant community event, hosting over 100 attendees.
- Conceived and developed a suite of 12 Unity tools enhancing user experience, including passcode-protected doors, authorized control panels, light management systems, a post-processing user menu, among others.
- Leveraged tools and platforms such as Unity, GitHub, Blender, and Visual Studio 2019 for comprehensive development and integration.

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## Volunteer Experience

**INIT**

**Product Manager & Director**

**OCTOBER 2022 – PRESENT**

**Miami, Florida**

- Acted as one of three key product managers, guiding a dynamic team of 20 to successfully develop and release a game within a challenging 2-month window.
- Played a pivotal role in the development for the prominent Miami event, "INIT Build," showcasing our team's capabilities on a large stage.
- Strategically scheduled and coordinated meetings using Trello across three departments, ensuring clear communication and synchronization among department leads.
- Seamlessly integrated and managed core development tools such as Unity, GitHub, Blender, and Visual Studio 2019, facilitating smooth project progression and enhancing team efficiency.

**INIT**

**Product Manager**

**OCTOBER 2022 – PRESENT**

**Miami, Florida**

- Spearheaded a dedicated team of 10, driving the successful development and shipment of a game within an aggressive 2-month timeframe.
- Instituted Trello across three departments, ensuring streamlined workflows and fostering seamless communication between department leads.
- Managed and coordinated essential development tools, including Unity, GitHub, Blender, and Visual Studio 2019, to empower the team and enhance product quality.

**GOOGLE DEVELOPER STUDENT CLUB**

**Game Development Technology Leader**

**OCTOBER 2021 - PRESENT**

**Miami, Florida**

- Instructed classes on pivotal game development topics including optimization, animations, and scripting, further solidifying a reputation as an industry knowledge bearer and mentor.
- Lauded by the Administrative Team for fostering an environment of mentorship and promoting game development education among peers.
- Honored as the "Developer of the Month" in acknowledgment of unparalleled dedication and consistent progress in game development.
- Gained respect from peers for proactively sharing game development milestones and insights across multiple platforms, including YouTube, personal website, and LinkedIn.

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## Relevant Projects

**UDONSHARP DATA STRUCTURES PROJECT**

**Udon Developer**

**JUNE 2023 – AUGUST 2023**

**C# & Unity & Visual Studio 2022**

- Utilized C# and Unity's *Visual Studio* integration to ensure seamless functionality and performance in VRChat environments, addressing inherent platform constraints.
- Designed and implemented essential data structures in *UdonSharp*, including *ArrayLists* and *HashMaps*, to overcome UdonSharp's limitations by developing custom solutions from the ground up.

**NETWORKING MULTIPLAYER PROTOTYPE**

**Game Developer**

**JUNE 2022 – SEPTEMBER 2022**

**Unreal Engine 5 & Blueprint Programming**

- Utilized a third-party plugin, AdvancedSessions, and Game Instances to produce a multiplayer FPS game that allows for community server hosting with a total of 3 game modes and 32 in-game customizable options.
- Calculated and performed development of server-client operations, inventory management, weapon polymorphism, client character inheritance, and replication.
- Designed in-game UI using UMG, AI-based imagery, Photoshop, Gimp, and previous design experience.

**TWO WEEK-LONG ITCH.IO GAMEJAM PROJECT**

**Software Developer**

**MAY 2022 – MAY 2022**

**Unreal Engine 5 & Blueprint Programming**

- Partnered with executive of OM Global to produce a well-polished first-person horror product in the span of two weeks.
- Awarded 2nd place in a competition with 57 other developers.
- Requested for continued involvement in upcoming competitions by competition hosts.

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## Awards & Certifications

**UNITY CERTIFIED USER (PROGRAMMER)**

Developer of The Month

**APRIL 2023**

**Miami, Florida**