Daniel Langel

Contact@DanielLangel.com
DanielLangel.com

EDUCATION

Full Sail University, FL   Class of 2014
- B.S. in Game Design. Valedictorian, Cum Laude, with Advanced Achievement

EXPERIENCE

Culture Select LLC   August 2018 – November 2019
Lead Programmer
- Coded and helped design a proprietary "deck builder" game in Unity Engine
- Created systems for card dealing, card effects, resource management, and turn orders
- Created proof of concept video to obtain initial licensing contract
- Worked with a remote team on a Kickstarter video demonstration
- Provided weekly work summaries and daily Git Commit logs
- Collaborated with artist and sound designer to implement their media as they envisioned

Ocean County Library, Toms River, NJ   May 2023 – Present
Systems Analyst
- Track utilization patterns and their effect on operations/systems and performance
- Investigate, recommend, and implement new operating procedures
- Install and maintain server and network hardware in datacenter and office locations.
- Maintain, troubleshoot and solve POTS and IP phone related issues
- Administer various local server applications such as Hyper V, Microsoft-SQL, Barracuda
- Maintain cloud services such as Microsoft 365, Azure, Active Directory
- Continue previous Technician, MIS skill set, as seen below, as needed.

Ocean County Library, Toms River, NJ   February 2020 – May2023
Technician, MIS
- Resolve various PC, Server, and device related issues through calls and ticketing software
- Troubleshoot and solve network and connectivity issues
- Manage travel time between branches and estimated time to solve tickets
- Work with over 20 remote servers, networks, and enterprise software
- Manage Active Directory users and system accounts for county employees and hardware
- Collaborate with fellow techs, network team, and supervisors for major installation projects

Walmart, Lanoka Harbor, NJ   November 2014 – February 2020
Supervisor
- Create plans of action from management feedback
- Verified and corrected integrity of inventory information
- Created and maintained multi-department shrink spreadsheet
- Delegated tasks and manage team throughout four departments

SKILLS

- **Game Engines:** Unity Engine, Unreal 4, Godot, UDK
- **Asset Creation Tools:** Hammer Editor, Blender, Inkscape, GIMP, Audacity
- **Programing Languages:** C++, C#, Javascript, Python, GDScript, LUA, UnrealScript
- **Software:** Office 365, Visual Studio, Perforce, Git, Track-It
- **Hardware:** Network Infrastructure, Computer Building/Upgrading/Repairs