DANIEL IMONDO

Creative Software Developer

TOOLS & SKILLS:

JavaScript - HTML - CSS - React - jQuery - CSS - Swift - Node.js - GSAP - Next.js - React Hooks - Component architecture - State management patterns - React Spring - tailwind Three.js - React-three-fiber - Unity3D - C# Godot - Blender - WebGL - OpenGL - Proton Quantum - Physics-based Systems - Particle/VFX systems Shader development - Model loading pipelines - Scene graph management - Mesh instancing - 3D Asset Pipelines - 2D/3D Animation - Modeling and Rigging workflows - Real-time gameplay design - Dialog flow systems - Object Pooling - World state logic - Event-driven gameplay architecture - Theatre.js - @use-gesture FFmpeg REST APIs - SSO - Authentication systems - Secure backend development - PHP - ElasticSearch Liquid/Shopify - TypeScript - Flexbox - Bun runtime - Vite - Build/Performance optimization Animation - Git - CLI tooling - Breaking down a big problem - Rapid Prototyping - User focused design Leadership - Music / Audio

CONTACT:

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EDUCATION:

Virginia Polytechnic Institute and State University

Class of 2021

B.S. Computer Science

EXPERIENCE & PROJECTS

Sanko Quest ✦ Crash Out Site ✦ Crash Out Demo ✦ Bun Shot ✦ FoxxBunn ✦ Hi-score ✦ Bella Ciao

2024-2026 **Software Engineer/Game Developer** Sanko Gamecorp

- Developed and shipped multiple real-time games and interactive 3D experiences across web and Unity environments, focusing on gameplay architecture, systemic design, and performant rendering. I built modular gameplay systems, networked player interaction frameworks, animation controllers, and world state logic designed for scalability and iteration. I took ownership of the entire 3D pipeline, creating prop, environment, and character model designs and implementing them as animated, optimized, real-time assets, built to spec for gameplay systems.
- My work spans rapid prototyping, asset pipeline optimization, VFX/particle systems, applying custom interactive shaders, dialog-driven progression systems, responsive Multi-device optimized web UI, runtime performance tuning, and much more. I operate comfortably at the intersection of gameplay design/engineering and rendering, with strong ownership over feature design, implementation, feel, and technical polish. Links to selected projects above.

2023-2024 **Software Engineer/Web Developer** Freelance

- Developed a 3D and interactive portfolio showcase for audio engineer overunderdog using React Three Fiber, Theatre.js, React Spring, @use-gesture, and Three.js.This immersive site highlights the client's audio engineering work in a visually engaging and interactive sonic temple.
- Built a demo first-person 3D game in Godot that uses a custom stereogram shader, producing a 3D image when users slightly cross their eyes. Built using GDscript and OpenGL shader code.
- Created three cover graphics for music releases by the band Bonemachine, which involved character and prop modeling, rigging, constructing the 3D environments, and compositing the final images.

2022 -2023 **Game Developer/Software Engineer** Tynker

- Developed and sustained critical site features by utilizing a tech stack centered around React for the frontend, Node.js for server-side functionality, and PHP for seamless integration, resulting in enhanced user experiences and improved site performance.
- Developed the game Coding Cup from inception to completion in a team of 3, with my hands on every part of the process: leading the gameplay design, implementing and fixing game logic, developing the 3D scene, and communicating distilled technical details company-wide. Achieved with Three.js, React, and php.
- Revamped Tynkers 3D Minecraft mob editor by re-designing the systems PHP/Node API, upgrading the 3D scene with Three.js, and polishing the Frontend interface. I ensured the system would be forward-compatible and easily extensible, supporting future Minecraft updates. This secured and strengthened a key source of new users for the website.

2021 - 2022 **Web Developer** Freelance

- Built a Web-Based 3D veterinary anatomy trainer to be used as a training tool for students. Made with JavaScript and Three.js in collaboration with the ARIES group at Virginia Tech.
- Designed and implemented the Shopify integrated and modular retail website for *Happy Hour* Tequila Seltzers. Utilized Liquid, jQuery, Custom GSAP animations, HTML, CSS3, JavaScript.

2019 - 2021 **Web Developer** Internship

- Developed a secure backend for Warren Lotas, to manage user accounts, handle SSO, and generate/verify key codes for users, achieved with Firebase, Node.js, and REST APIs.

2017 - 2021 **Student** Virginia Tech

- Revitalized a system to query and browse the Virginia Tech Library's collection of tweets. Built using React and ElasticSearch, which I documented with a published technical whitepaper.
- Organized a benefit show at which my band and two others played, raising $545 for the Australian Red Cross.