

JAMES S. DANIEL

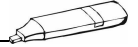
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HIGHLIGHTS OF QUALIFICATIONS



- Comprehensive experience with computer game design:
 - On-line multiplayer games
 - Internet multiplayer games
 - CD-ROM single and multiplayer games
- Extensive experience programming in WinNT and Win95/98 environments:
 - Multi-user applications
 - Internet and LAN applications
 - Direct-X / DirectPlay
 - Winsock applications
- Experienced with Visual C++ and MFC
- Experienced with the Miles Sound System
- Detailed knowledge of commercial 3D game engines including Torque and 3D Game Studio

PUBLISHED GAMES

2001: 'Star Trek: Deep Space 9, Dominion Wars', Win98/ME
1998: 'Avstar Blackjack', Avstar system
1996: 'Skulls, Bones, and Buccaneers', Win95
1994: 'The Great War', Windows 3.1



SOFTWARE DEVELOPMENT SKILLS



- Comprehensive skill with network communications for computer games
- Experienced with InstallShield and DemoShield installation software
- Experienced with RTPatch patch creation utility.
- Extensive experience in the design and coding of event-driven software.
- Extensive design and development experience for real-time control software and real-time high-speed data acquisition systems.
- Experience in the development of Software Test Utilities Programs on multiple platforms.

LANGUAGE SKILLS



Extensive knowledge of the following programming languages:

- Visual C++ 6.0 & MFC
- ANSI C and Borland C++ 4.5
- Assembly: Intel Pentium and Motorola 680x0
- 'C' optimization techniques

PROFESSIONAL ORGANIZATIONS & CONFERENCES



- International Game Developers Association member
- Game Developers Conference member

EDUCATION



- Certificate in Computer Programming
Control Data Institute, Los Angeles, CA • November 1973 to May 1974
- BA in Political Science
California State University, Northridge, CA • September 1971 to June 1973

RECENT EMPLOYMENT HISTORY



Director Of Technology

www.bellicode.com, Los Angeles, CA • September 2001 to Present

Responsible for all game Technical design, Coding, and Testing. Also responsible for development tool evaluation and approval. Co-Designer of the 'Victorian Games' series "Fighting Darts of Bellicode" and "An Electrifying Tribute to Sir Ohm of Erlangen".

Network Programmer

Gizmo Games, Los Angeles, CA • April 1999 to August 2001

Responsible for all multiplayer & network functionality code and design for the game "Dominion Wars" using DirectPlay. Created the game installation modules and creation of the Gold Candidate CD. Wrote the modules to import ships designs created with *Star Trek Starship Creator*, Warp II software. Responsible for the code changes to implement the German localization of *Dominion Wars*.

Software Tools Engineer

IVS Incorporated, Monrovia, CA • November 1997-March 1999

Designed and developed the *Avstar Audio Blackjack* game. Responsible for the administration of the SQL Software's PCMS process management system. Responsible for recommending, acquisition, and support of all software development tools, including compilers, debuggers, design tools, and remote computing software.

Contract Programmer

Daniel Designs, Northridge, CA • 1997

- XCal Labs contract: Human interface design and coding
- Digital Media International contract: Network interface for customer-facing sales kiosk

Programmer

The Dreamers Guild, Chatsworth, CA • April 1990 - June 1996

MTS III

Rockwell International • November 1980 to March 1990