

Daniel Blatner

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EDUCATION

Worcester Polytechnic Institute (WPI)

B.S. Computer Science & B.S. Interactive Media and Game Development

GPA: 3.75/4, Dean's List

Worcester, MA

Expected May 2026

Relevant Coursework:

Software Engineering, Algorithms, Systems Programming Design, Object Oriented Programming, 2D and 3D Game Development, Machine Organization and Assembly

SKILLS

Advanced: Node.js, React.js, C#, JavaScript, Unity3D, Rest API, HTML5, SASS/CSS, Agile/Scrum, JSON

Proficient: C, C++, Java, Docker, Autodesk Maya, Python, MySQL, Adobe CC Suite, UE5, PHP, VBA, OpenAI API

WORK EXPERIENCE

Quicken Inc.

Full-Stack Software Engineering Intern

Menlo Park, CA

Summer 2024

- Built and deployed a full-stack internal tool in Express, Node, React, and Docker
- Maintained and developed React account tool, reaching all 2.5 million Quicken subscribers
- Created and maintained new backend API endpoints integrated with Quicken's CMS
- Worked in JS, SASS, and Liquid HTML to make significant changes to Quicken.com
- Contributed actively to biweekly sprints, making impact on three major unique web codebases

Zulus Board Game Café

Inventory Specialist

Bothell, WA

Summers 2022–23

- Developed Excel scripts in Visual Basic for Applications to automate in-store order processing
- Modularly implemented custom-scripted Excel macros to simplify daily sorting of 2,000 items
- Efficiently and accurately pulled highly varied orders from physical store location while managing digital data storage of over 50,000 cards, resulting in efficient transactions with customers
- Hand-organized over 10,000 store-owned cards, streamlining the process of card-selling and ensuring the integrity and accuracy of the store's digital database

PROJECT EXPERIENCE

Web-Based Social Games Suite

Full Stack Developer (SQL, PHP, JS, HTML, CSS, Rest API)

Kenmore, WA

Sep. 2022–Feb. 2023

- Designed seven online games and brainteasers containing easily shareable competitive scores
- Programmed a backend system to hold data using MySQL, PHP, and JavaScript
- Developed a frontend for each website using HTML, CSS, and JS
- Fostered a community that engaged with gameplay on a daily basis

Recollection: A Journey Through Memory

Game Director and Lead Developer (C#, Unity, Maya, Photoshop)

Woodinville, WA

Nov. 2021–March 2022

- Designed a 3D interactive story taking players through the effects of Alzheimer's
- Developed complex scripts for gameplay, UI, and sound using C# and C# libraries
- Produced enticing gameplay and levels using Unity3D, Autodesk Maya, and Adobe Photoshop
- Achieved a State Finalist position during the Technology Students Association WA State Event