

Daniel Turton

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skills summary

Successful experience in bash, general Python scripting and Python scripting for the Blender Game Engine

Competent in Ansible, Arduino, Vagrant, Jenkins, GLSL shader and filter programming, microcontrollers (Raspberry Pi, Arduino, Beaglebone Black), game engines (Unreal Editor 3, Torque X Builder), hard surface modeling (high and low poly), automotive modeling, UV unwrapping and texturing, Mudbox

Knowledge in PHP, Javascript, Django, Vagrant, Gitolite, digital painting and sketching, additive 3D printing

education

SMU | Guildhall - June 2009 Graduate
Certificate in Digital Game Development, Art Creation

selected experience

WP Engine

February 2016 to Present - Technical Support Lv3

- Escalation point on shift for advanced issues and questions from L1 and L2 technicians.
- Assisted support technicians with questions around scripting and usage of common tools within Bash (awk, sed, uniq, etc.) for parsing logs and other types of output via terminal.
- Periodically advise on technical issues that Enterprise-level customers encounter and provide solutions when necessary.

November 2012 to Feb 2016 - Technical Support Lv2

- Offered in-depth technical support for issues related to customer sites and platform configurations.
- Written scripts using Bash and Python to speed up access to and organization of information relevant to the task at hand.
- Recognized as the Git Subject Matter expert on the support team, and have offered support during sales calls in relation to usage of Git Push, code deployment configurations and workflow.
- Participant at WordCamp Portland as Happiness Bar volunteer.

HostGator

July 2011 to November 2012 - Technical Support

November 2011 to May 2012 - BaseKit Design / Internal Support

- Designed templates for BaseKit Site Builder in Adobe Fireworks.
- Wrote JavaScript script for Fireworks to export images from individual pages in PNG format.

Guildhall Academy

June 2010 to July 2010 - Teaching Assistant

- Taught middle and high school students how to use Photoshop in order to make video games
- Hunted for bugs in their 2D video games using Visual C#

projects

OpenCV / Kinect game controller

-Microsoft Kinect depth sensor used in combination with OpenCV to control a video game built within Blender. Python used to create Unix sockets for communication between program processing information from Kinect device and the Blender game application.

Four-wheel Steering Remote Controlled Car

-Arduino-based controller for rear steering, utilizing existing control signals. This project has moved my recent 3D skill usage towards a CAD direction with Blender, with more exacting measurements and tolerances in 3D printed parts being needed.

Blender Networking Script

-Created to allow communication between instances of the Blender Game Engine, and pass locations of objects back and forth.

Material Interaction Script for Blender Game Engine

-Creates database to hold element details, creates panels to manage database and add/modify elements.

Fishtank Damage Simulator for Blender Game Engine

-Pulls information from Material Interaction Script and simulates a fishtank object taking damage and draining to the point of impact.