

Tate Donnelly

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Work Experience

Technical Director

May 2024 - Present

MassDigi | Worcester, MA

- Maintained Unity build pipelines for 8 mobile applications under simultaneous active development across Android and iOS platforms.
- Organized software workshops and training documentation for a team of 30+ developers

Freelance Software Engineer

Jun 2024 - Present

FableVision | Boston, MA

- Used Unity's UI system to rework the login/sign up flow for the mobile app, Give as We Grow.
- Refactored the app's UI system following the model view presenter (MVP) design pattern to allow for easy additions and aid communication with the server.

Software Engineer Intern

May 2023 - Aug 2023

Petricore | Worcester, MA

- Developed and refactored core systems in Unity for Mythic Realms, an AR / VR game.
- Enhanced player experience by implementing key features such as enemy AI and streamlined development with tool creation.

Lead Software Engineer Intern

May 2022 - May 2023

MassDigi | Worcester, MA

- Coordinated with a cross-disciplinary team to create and ship mobile games on IOS/Android.
- Implemented core features with Unity to enhance gameplay and optimize code for mobile devices

Projects

Lead Programmer and Writer

May 2023 - Present

Unity Management Game

- Successfully worked across disciplines to ship management and narrative game, Bed and Breakfast, with a team of 6.
- Programmed various core features in Unity and C#, including the game's cooking system, character logic, user interface, dialogue/cutscene system, and development tools.

Unreal Programmer

Mar 2023 - May 2023

Unreal Platformer Game

- Used Unreal's blueprints to develop key programming systems to create and ship a puzzle-platformer game called Gotta Go-Bot.

Core Skills

C#, C++, Java, Unity, Unreal Engine, SQL, JavaScript, Git, PlasticSCM, Agile, Scrum, JIRA, Mobile Development, AR / VR / MR Development, .NET, HTML / CSS, Visual Studio

Education

Bachelor of Science, Computer Science

Aug 2020 - May 2024

Worcester Polytechnic Institute