

Danny Farmer

Oxford, Mississippi | Farmer4ofakind@gmail.com | 850-206-3662 |
www.linkedin.com/in/danny-farmer-74a572294/

Professional Profile

- Self-driven and creative Computer Scientist with a foundation in computing concepts, software development, game design, and team collaboration. Gained experience in building modular systems, managing complex projects from concept to delivery, and working independently to solve technical challenges. Passionate about innovative game mechanics, procedural generation, and scalable design. Eager to apply my skills, technical knowledge, and creative problem-solving skills to an innovative development team, where I can contribute to building impactful technology and continue growing as a Computer Scientist.

Education

The University of Mississippi

May 2025

Bachelor of Arts in Computer Science

Major: Computer Science

Minor: Japanese

Northwest Mississippi Community College

May 2022

Associate of Arts, GPA: 3.6

Honors and Awards

- Mr. Northwest
- Gamma Beta Phi
- Phi Theta Kappa
- President's List

Personal Projects

Legends of the Forgotten Realm

Senior Capstone Project – 2025

- Designed and developed a 2D roguelike RPG using the Godot Engine.
- Implemented procedural map generation with node-based navigation.
- Built a modular component-based system for health, damage, AI behavior, and abilities.
- Designed wave-based enemy combat and an interactive ability upgrade system.
- Created a dynamic player progression loop with persistent ability tracking.
- Managed scene transitions while preserving game state.
- Overcame challenges in hitbox detection, AI pathfinding, and UI integration.
- Presented live demo and source code for final evaluation.

Cryptocurrency Transaction Visualizer

- Designed a JavaScript-based web application using JSON to simulate and display cryptocurrency transactions.
- Engaged with a small online community for testing and feedback.
- Gained foundational knowledge in data structures, APIs, and UI representation.

Miniature Game Development Projects

- Built small-scale games in Java and C++ to experiment with game mechanics and object-oriented design.
- Focused on implementing movement, collision, sprite rendering, and simple AI.

Technical Skills

Digital Marketing

- Certifications and proficiency with Adobe Photoshop, Animate, and Illustrator.

Tools & Frameworks

- Godot Engine (GDScript) • Visual Studio Code • Git

Business, Research and Data Analysis

- Proficient user of Microsoft Word, Excel, and PowerPoint.

Hard Skills

- Time Management
- Efficiency
- Customer Service
- Multitasking
- Teamwork
- Organization

Coding Languages

- Java
- Python
- C++
- SQL
- PHP
- JavaScript

Languages

- English
- Japanese

Volunteer Experience

Volunteered in the Student Organization for Gamma Beta Phi

August 2021 - December 2021

Northwest Mississippi Community College

- Helped organize and distribute food donations for students at the community college and for Baptist Hospital.