Dane Troia

CONTACT

Lincoln/Omaha, NE

402-718-1997

danetroia240@gmail.com

ABOUT ME

Passionate game developer with a strong programming foundation. Eager to bring my ideas to life through code, and push the boundaries of gameplay and design.

PORTFOLIO!

danetroiadev.com

SKILLS

- SOLID Principles, Agile Development
- Machine Learning & AI
- Version Control Systems
- Multiple Programming Languages
- Data Structures
- Algorithms
- Software Development
- Git & GitHub
- Problem-Solving
- Adaptability
- Teamwork, Communication
- Attention to Detail

FEATURED PROJECTS

Unity Multiplayer Framework

Summer 2025 / Solo Project

- Developed a comprehensive multiplayer game framework within Unity, featuring real-time player synchronization, server authoritative gameplay, and player-to-player interactions. The system includes a networked character controller, modular RPC system, seamless join/leave functionality, and an inventory/interaction system. Programmed in C#, this project shows a practical understanding of real-world devlopment techniques.

Connections - Unity Game

Spring 2025 / Solo Project

- Recreated NYT's "Connections" word puzzle game in the Unity game engine. It implemented core gameplay features such as a word bank, selection/deselection and shuffling mechanics, and a win state. Additionally, there is visual feedback for correct/incorrect guesses and shuffling. This project was completed in under 24 hours as a personal challenge.

Golf Team Web App

Summer 2025 / Solo Project

- Developed a full-stack web app for a local golf team using ASP.NET Core MVC with SQL database integration. Features role-based access systems, event scheduling and score tracking, and partner-athlete coordination. An identity system exists to consistently track active users and manage their accessible data. This structure allows the controllers to enforce the designated role-based permissions.

Cab Ride Price Predictor

Spring 2025 / Partner Project

- Created various machine learning models in Python to predict cab ride prices, comparing Simple Linear Regression and K-Nearest Neighbors approaches. We analyzed key metrics (MAE, MSE, RMSE, R Squared) across multiple trials using an 80-20 train-test split, showing that the KNN regression significantly outperformed other models with a 4x improvement in R Squared score (0.496). This was submitted as a project for CSCE478 Machine Learning at the University of Nebraska-Lincoln.

EDUCATION

University of Nebraska at Lincoln
Expected Graduation: 2026
- Studying Computer Science
- Focus in AI & Machine Learning
- Minor in Spanish

Elkhorn North High School / Omaha, NE
Graduated May 2022
- 4-year Honor Roll
- National Honors Society
- 4.0+ GPA

Work Experience

Currently Starting a Software Developer Intern Position at Assurity!
September 2025 - Present

Law Clerk / Dornan Law Team
May 2021 - Present
- Created more efficient case management and readiness for trials
- Developed a reputation for reliability and professionalism
- Frequently entrusted with sensitive information regarding cases

Fulfillment Expert / Target
September 2023 - September 2025
- Manage order fulfillment processes, improving efficiency and reducing times for orders
- Collaborate with team members to optimize workflow and be more productive

References

Ruth Trimble / Manager
- 402-884-7044
- ruth@dltlawyers.com

Joe Howard / Attorney
- 402-827-4474
- joe@dltlawyers.com

Deana Klein / Attorney
- 402-884-7044
- deana@dltlawyers.com