

DANNY DANG

Virtual Reality and Game Designer

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📍 | New York, NY

EDUCATION

2013- 2017 **Bachelor of Fine Arts**
Parsons School of Design
Majored in Design and Technology
Class Speaker

EXPERIENCE

2017 **Viacom**
Music + VR Fellow
+ Developed a multiplayer VR game, using HTC Vive and HTC Vive trackers.
+ Crafted audio experience using FMOD Studio.

2017 **Verizon**
Connected Futures II Fellow
+ Collaborated to create a VR game on HTC Vive.
+ Took the lead on programming game mechanics and art direction.

2017 **This Is Pop**
Game Artist
+ Created visual assets for a game in collaboration with Cartoon Network.
+ Illustrated game art, sprites, and animations.

2016 **Nike**
Game Developer
+ Developed an interactive fashion work book in Unity to be used in the Nike Intern Show.
+ Programmed animations and game mechanics.

EXTRA CURRICULAR

New School Game Club
Communications Officer 2016
+ Designed posters and logos
+ Managed social media

New School Game Club
President 2017
+ Oversaw weekly game events
+ Trained new officers

SKILLS

Game Development

Digital
Tabletop
Virtual Reality HTC Vive

Graphic Design

Photoshop
Illustrator

Programming

Unity C#

AWARDS

Clinton Global Initiative 2017
Exhibitor

India-China Institute 2017
\$3,000 grant to research in India

Viacom Music + VR 2017
\$5,000 awarded towards project

Verizon Connection Futures II 2017
\$20,000 awarded towards project

Made in NY Fellowship 2017

Parsons Elab Fellowship 2017

EXHIBITIONS

NYC Media Lab's Summit 2017

Games for Change 2017

Indiecade East 2016

Maker Faire 2016