



DANNY | DANG

[designer & developer]

EXPERIENCE

BEYONDABC

CO-FOUNDER - NEW YORK, NY | 2014 - present

- + game studio aiming to create social change through play
- + raised \$45,000 in grants to support project
- + exhibited at game festivals

NEW SCHOOL GAME CLUB

PRESIDENT - NEW YORK, NY | 2016 - 2017

- + oversaw weekly events focused on playing, making, and discussing games
- + redesigned posters, banners, and logos
- + trained new board officers

THIS IS POP

FREELANCE ANIMATOR - NEW YORK, NY | 2016

- + designed a game in collaboration with **cartoon network**
- + generated sprite art, spritesheets, and sprite animations

NIKE

FREELANCE DEVELOPER - NEW YORK, NY | 2016

- + collaborated with a **nike intern** to develop an interactive fashion presentation for the **nike intern show 2016**
- + developed assets, scenes, and scripts in unity

WHAT PUMPKIN STUDIOS

PROGRAMMING INTERN - NEW YORK, NY | 2015

- + furthered the development of **hiveswap**, a 3d point and click adventure game
- + implemented branching narratives using **chat mapper**

CONTACT

email

dangddanny@gmail.com

phone

952-303-1793

website

dangddanny.com

EDUCATION

parsons the new school for design

new york, ny
2013-2017

BFA design & technology
+ focus in game design

perpich center for arts education

golden valley, mn
2012-2013

+ focus in art
+ focus in science
+ focus in design

SKILLS

game development

digital
tabletop
virtual reality

graphic design/illustration

photoshop

programming

unity (C#)

SHOWCASES

GAMES FOR CHANGE - 2016

INDIECADE EAST - 2016

MAKER FAIRE - 2016

IGF - 2016

BABYCASTLES - 2015

AWARDS

INDIA CHINA INSTITUTE FELLOW - 2017

ELAB FELLOW - 2017

IFP MADE IN NEW YORK FELLOW - 2017

VERIZON CHALLENGE - 2017