

# DANNY DANG

Virtual Reality and Game Designer

 | 952 . 303 . 1793

 | dangddanny@gmail.com

 | dangddanny.com

 | 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  
+ Programmed an interactive fashion work book in Unity to be used in the Nike Intern Show.

## EXTRA CURRICULAR

2015-2017 **New School Games Club**  
President  
+ Oversaw weekly club events.  
+ Trained new officers.  
+ Designed posters and logos.

## SKILLS

### Game Development

Unity C#  
Tabletop

### Game Art

Photoshop  
Illustrator

### Virtual Reality

HTC Vive  
Google Cardboard

## AWARDS

2017 **Future of Storytelling**  
Fellow

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

2017 **Viacom Music + VR**  
\$5,000 award

2017 **Verizon Challenge**  
\$20,000 award

2017 **Made in NY**  
Fellow

2017 **Parsons Elab**  
Fellow

## EXHIBITIONS

2017 **NYC Media Lab's Summit**

2017 **Games for Change**

2016 **Indiecade East**