DANIEL EMPLOYMENT Video Game Designer, Worcester, MA

narvd997@newschool.edu 347-366-5517

TECHNICAL SKILLS

- Adobe Photoshop
- Adobe Premiere Pro
- Adobe InDesign
- Unity
- Autodesk Maya
- Microsoft PowerPoint
- Microsoft Excel
- Machinations.io
- Coding (JavaScript, C#, HTML, CSS)

PRACTICAL SKILLS

- Sketching & Drawing
- Sculpting
- Organization
- Color Theory
- Physical Computation
- **UI** Design

Video Game Designer, MassDigi 2021

DT Study Tutor, The New School 2021

New York, NY

Visual Arts Intern, Calaveras Media 2020

Remote (Bronx, NY)

Retail Sales Associate, Blick Art Materials 2019-2020

New York, NY

Game Advisor, GameStop 2018

Bronx, NY

Sales Associate, American Eagle Outfitters 2017-2018

Bronx, NY

EDUCATION

BFA Design & Technology

Parsons School of Design, The New School New York, NY

Visual Arts High School Diploma

Fiorello H. LaGuardia High School of Music

& Art and the Performing Arts

New York, NY

AWARDS

Visual Arts Finalist

National YoungArts Foundation

Miami, FL