

Daniel Allen

Game Designer

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EXPERIENCE

Game Writer

Temple Zero

04/2018 - Present

Achievements/Tasks

- Game is currently in development with fellow team members

Lead Game and Level Designer, Lead Programmer

Hello Sun, Goodnight Moon

10/2016 - 11/2016

Achievements/Tasks

- Created using Unity and Microsoft Visual Studio, coded in C#
- Galaga-themed game in reference to how the sun and moon interact with our environment
- Formulated mechanics around the "sun and moon" theme

Lead Programmer

Escape from Crater Lake

02/2016 - 03/2016

Achievements/Tasks

- Developed a simple "search and find" game using Unity and Microsoft Visual Studio, coded in C#
- Presented clues at the beginning of the game utilizing a cutscene
- Showcased ability to meet programming deadlines each week per instructor's guidelines

TEAM PROJECTS

Lead Researcher for Story and Game Design Sections

Building Functional Groups

01/2016 - 02/2016

Achievements/Tasks

- Created a brand-new video game pitch for a fictional studio
- Tasked with outlining different aspects of the game (art, genre, story, etc.)

Leader/Manager, Researcher

Tactics for Motivation and Influence

11/2015 - 12/2015

Achievements/Tasks

- Selected to create a Prezi presentation outlining a fictional studio
- Completed a comprehensive overall flow chart (along with individual charts for each department) as well as job descriptions for each position
- Alternated between leadership position with fellow teammates each week

PROFESSIONAL SUMMARY

Who am I?

- Game Designer with 2 years of experience
- Specialist in Story and Level Design
- Intermediate proficiency with the C# language, experience with the Unity engine
- Resilient and adaptable, capable of being a quality team player, communicator known for clarity
- Analytical team member, completes tasks before prescribed deadline
- Held both roles as Game Test Administrator and Tester for an analog board game I designed

SKILLS

Unity

C#

Quality Assurance Testing

Microsoft Office

Game Writing

Game Design

Documentation

Level Design

Microsoft Visual Studio

EMPLOYMENT HISTORY

Dasher

DoorDash

03/2021 - Present

Highlands Ranch, CO

Key Holder

Earthbound Trading Co

11/2015 - 03/2020

Lawrenceville, GA

EDUCATION

B.S. in Game Design

Full Sail University

09/2014 - 06/2017

Winter Park, FL