David Hanna

516-840-1790   New York, New York   dphanna@gmail.com Github   LinkedIn   Portfolio

SKILLS

Adobe Creative Suite (Photoshop), Microsoft Office (Access, Excel, Outlook, PowerPoint, Word), Unity, Unreal Engine, Game Maker, HTML5, Ruby, Rails, Javascript, React, Redux, CSS, SQL, Python, C#

PROJECTS

Dicebox (Rails, React, Redux, PostgreSQL, AWS, Heroku)
A single-page YouTube clone where users can stream D&D related content.
- Utilized Rails as a backend using BCrypt in order to properly pass user login to the frontend components.
- Optimized the login components to conform to Google style auth.
- Quickly fires off video page link through the thumbnail on the main page by using AWS.

Gridlocked (Javascript, HTML, Canvas)   live | Git
A HTML5 Canvas and Javascript based game inspired by the Megman: Battle Network series.
- Used Javascript to animate existing sprites frame by frame.
- Constructed objects with collision detection based on the frame's presence in a location.

EDUCATION

New York University, Gallatin School of Individualized Study
New York, NY
Concentrating in The Narrative Architecture of Modern Game Design
Relevant Coursework: Contemporary Narrative in Modern Game Design, Introduction to Python, Intermediate Game Design, Video Games Culture and Industry, Fiction Writing, Understanding Story

Bachelor's Degree in Individualized Study **-** *September 2016*

App Academy
Web Development - August 2019

EXPERIENCE

Microsoft Store   *January 2018-June 2019*
Garden City, NY
Gaming Expert
- Directly interface with customers, providing assistance and product recommendations.
- Organize, plan and execute all gaming related events within the store.
- Interface and network with local gaming organizations to drive and execute events.
- Instruct product advisors both in the sales of gaming products and event execution.
- Construct and maintain multiple gaming communities within the store space through Discord.