

# Danny Hawk

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## Education

### Rochester Institute of Technology

BS in Game Design and Development – May 2018

- Minor in Psychology, Film Studies
- Immersion in Economics
- 3.58 GPA

## Projects

- **Visceral**  
Co-Creator and contributing programmer on a C# based coding environment inspired by Processing, Cinder, and HTML's canvas. Built on a MonoGame base, our team of two designed, researched, and constructed an environment for programming with visual output.
- **Switch Blade**  
Project Lead/Designer and contributing programmer on a 2D game built on C#/MonoGame. Created a dynamic input manager, external character creation app, organized meetings, and created a production workflow for a 4 person team.

## Experience

### Designer @ MAGIC Spell Studios, 2015-2016

- Part of a team creating a unity based android game that teaches adults to read.
- Worked in a team of two on the UI and UX design of the teaching activities.
- Prototyped literacy building mini-games in Unity using C#.

### Resident Advisor @ RIT Residence Life, 2016 - Current

- Acted as a 24 hour resource to residents, to help them adjust to a university lifestyle.
- Trained to handle many different, potentially emergency, situations.

## Courses

- Rich Media Web App Development
- Psychology: Learning and Behavior
- Game Theory with Economic Applications
- Behavioral & Experimental Economics

## Languages and Libraries

- C#
- C++
- JavaScript
- CSS3
- HTML5
- HTML5 Canvas
- Processing
- Cinder
- MonoGame
- jQuery
- Bootstrap
- Node
- Ink

## Software & Hardware

- Unity
- Git
- Maya
- Visual Studio
- Visual Studio Code
- Adobe Photoshop
- Twine
- HTC Vive

## Honors & Leadership

- RIT Honors Student
- RIT IGM Student Ambassador
- Rock Climbing Club President
- Dean's List All Semesters
- RIT Presidential Scholarship Recipient