Danny Hawk

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EXPERIENCE

Creative Technology Fellow

Crispin Porter + Bogusky | Summer 2017

Took theoretical applications of different emergent technologies and created functional prototypes. Solely responsible for researching and solving the complexities that come with developing for emergent platforms.

Game Designer

MAGIC Center | Summer 2016

Worked on a multidisciplinary team creating a Unity based Android game that teaches adults to read. Responsible for building the UI/UX of different teaching activities, based on research of effective instruction techniques.

Senior Resident Advisor (SRA)

RIT Center for Residence Life | 2017 - Present

Resident Advisor (RA)

RIT Center for Residence Life | 2016 - 2017

Responsible for assisting predominantly first year residents as they transition to college by creating a community focused on inclusion and understanding through floor events, individual conversations, and conflict resolution.

Teacher's Assistant

RIT | 2016 - 2017

Graded projects and assignments within two weeks of their due date. Assisted during class periods with questions, debugging, and concept misunderstandings. Tasked with running class in the absence of a professor.

EDUCATION

Rochester Institute of Technology

BS in Game Design and Development Minors in Psychology, Film Studies

Immersion in Economics

Dean's List Fall 2014 - Present

Honors Program

LEADERSHIP

IGM Ambassadors

Ambassador, 2015-Present

Rock Climbing Club

President, 2017

Vice President, 2016

LANGUAGES & LIBRARIES

C# MonoGame

javaScript jQuery

CSS Bootstrap

HTML Node

Processing Ink

p5.js Git

SOFTWARE & HARDWARE

Unity Twine

Maya ARKit

Visual Studio AR Studio

Photoshop HTC Vive