

danielPlemmons

A highly trained designer and programmer

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Objective

I 'm passionate about creating engaging, useable design while maintaining a focus on production, to craft fun, interesting, and valuable experiences.

Skills

- Product Design
- Information Design
- Systems Design/Modeling
- Production
- Mobile UI/UX
- Metrics Analysis
- Adobe CS Suite
- OO Programming
- ActionScript 3.0
- Physical Computing
- Rapid Prototyping
- Developer Relations

Highlighted Experience

'13 - pres. Sifteo : Games Evangelist

- Engaging and supporting 3rd party game creators
- Design and manage our developer presence
- Improving SDK documentation and creator resources
- Providing design and technical assistance
- Visual design for all developer facing marketing material
- Building experiments with Sifteo cubes

'11- '13 Zynga: Game Designer - Mobile

- CityVille: Hometown
- CityVille: Holidaytown
- ForestVille
- 2 Unreleased iOS Games
- Content / Feature Design and Implementation
- Game Systems Modeling, Design, and Balance
- Metrics Analysis
- Production Pipeline Design

'10 - pres. Independent Game Maker

- Ludum Dare 23 - Produced game solo in under 48 hours. Design, code, art, and sound.
 - Finished #193 overall and #76 in graphics out of 1072 entries.
- MolyJam 2011 - Scoped, Managed, and Developed game for 48 Hour Production Schedule

'10-'11 Thrust Interactive: Interactive Designer

- Interfaced with clients and proposed design solutions
- Helped develop product designs and strategies.
- Wireframing and Interaction Design

'10 Black Bottom Parade: Physical Computing Systems Specialist

- Finalist: IndieCade 2011
- Touch table design and implementation
- Interaction and Game Design
- International Experience: Hong Kong

'07-'09 Vericom Corporation: Visual Media Intern

- Content Production for Digital Signage
- Developed Interactive Application for Conference

Education

'07-'11 Savannah College of Art and Design: Interactive Design and Game Development

Deans List (3.5+ GPA): All Quarters Fall 2007-Spring 2011