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

- Game/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   **Sifteo: Games Evangelist**
- Engaging and supporting 3rd party game creators
- Improving SDK documentation and creator resources
- Providing design and technical assistance
- Visual design for all developer facing marketing material

'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**
- Regularly build games in under 48 hours, both solo and with teams.
- Global Game Jam, Ludum Dare, Generate/24, Molyjam, Sift-Jam, and personal work.

'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

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