

DANNY DANG

Virtual Reality and Game Designer

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📍 | New York, NY

EDUCATION

2013- 2017 **Bachelor of Fine Arts**
Parsons School of Design
Majored in Design and Technology
Class Speaker

EXPERIENCE

2017 **Viacom**
Music + VR Fellow
+ Developed a multiplayer VR game, using HTC Vive and HTC Vive trackers.
+ Crafted audio experience using FMOD Studio.

2017 **Verizon**
Connected Futures II Fellow
+ Collaborated to create a VR game on HTC Vive.
+ Took the lead on programming game mechanics and art direction.

2017 **This Is Pop**
Game Artist
+ Created visual assets for a game in collaboration with Cartoon Network.
+ Illustrated game art, sprites, and animations.

2016 **Nike**
Game Developer
+ Programmed an interactive fashion work book in Unity to be used in the Nike Intern Show.

EXTRA CURRICULAR

2015-2017 **New School Games Club**
President
+ Oversaw weekly club events.
+ Trained new officers.
+ Designed posters and logos.

SKILLS

Game Development

Unity C#

Tabletop

Game Art

Photoshop

Illustrator

Virtual Reality

HTC Vive

Google Cardboard

AWARDS

2017 **Future of Storytelling**

2017 **Clinton Global Initiative**
Exhibitor

2017 **India-China Institute**
\$3,000 research grant

2017 **Viacom Music + VR**
\$5,000 award

2017 **Verizon Challenge**
\$20,000 award

2017 **Made in NY**

2017 **Parsons Elab**

EXHIBITIONS

2017 **NYC Media Lab's Summit**

2017 **Games for Change**

2016 **Indiecade East**