

Danielle Swank

danielle@danielleswank.com

Technical Founder (2012 – Present)

Barking Mouse Studio, San Francisco CA

- Developed an award winning iOS and Android game, Lost Toys, using Unity and C#.
- Managed a remote team of 5 contractors, QA and localization services.
- Applied UX research methods in both the US and Japan.
- Wrote custom tools for rapid level creation.
- Rapid prototyping of new game mechanics.

Additional Development Projects

- Reddish, created an open-source GUI for redis using backbone and javascript.
- Kala, developed a mobile financial app for people that don't like financial apps.
- Game Social, built a React app with Parse and Stripe integrations.
- Haste, created a shortest fuzzy substring algorithm for a Unity editor extension.

UX Director (2009 – 2012)

ARS Interactive, Chattanooga TN

- Managed a cross-functional team of 6 - 9 engineers.
- Built a custom web application to power all Sears.com sales pages.
- Introduced real-time javascript updates to Sears.com and Kmart.com.
- Delivered <http://shop.pbskids.org> within a very condensed 2 month time-frame.
- Developed a custom application for P&G to manage all of their eCommerce content.

UX Developer (2009)

Echo Music / Ticketmaster, Nashville TN

- Updated the user interface of Echo's web application platform.
- Rapid prototyping of new projects.

Freelance Developer (2007-2009)

- Integrated MLS data into portals for real-estate agents and auction houses.
- Build a custom CMS system for independent car dealerships.

Front-End Developer (2007)

Ciphertek LLC, Livingston TN

- Website design and front end development.

Volunteer and Outreach Work

- Gamenest, started a co-working / events space for game developers.
- Game Dev Study Group, founded a bi-weekly meetup group for developers.
- Chatablocks, created a government and community information web portal.

Selected Awards

- SXSW, Gamer's Voice Award Selection
- Tokyo Game Show SOWN, Best Game Design
- Codame Developer Showcase, Most Artistic
- Casual Connect Indie Prize, Most Promising
- PAX Prime, Indie Megabooth Selection

Selected Speaking Engagements

- GDC, Making Games, Building Community, Being Indie
- GDC, How We Survived Making Our First Puzzle Game
- Tokyo Game Show SOWN, Lost Toys Presentation
- Redis Conf, Reddish Presentation

Education

University of Tennessee, Fine Art (1998 – 2002)