# **Danny Tran**

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## Skills

Web **Editing** 3D Software Other HTML/CSS MS Office Suite Photoshop 3D Studio Max SharePoint Illustrator Acrobat Pro Maya **JavaScript** InDesign Unity3D SharePoint Designer After Effects Brackets Final Cut Pro

## **Experience**

### **U.S. Committee for Refugees** and Immigrants

Crystal City, VA January 2015 - Ongoing

### **Mason Game & Technology** Institute

Fairfax, VA July 2014 - Ongoing

### **Department of Energy**

Washington DC December 2012 - July 2014

### **Young Consulting Services**

McLean, VA May 2013 - September 2013

### Accept Credit Cards

Alexandria, VA October 2006 - January 2013

SharePoint Web Developer Intern

Designing and developing a customized SharePoint intranet site for employees across six locations using HTML/CSS. Site is used by employees to fetch documents, access specific department team sites, and get employement information. Using Office 365 SharePoint Online, SharePoint Designer, Photoshop, and Brackets. Site features a live Facebook and Twitter feed using their API. Also assisted in tech set-up around the office and at the USCRI National Network Conference 2015. Tech set-up includes projectors, slide-show presentations, speakers, microphones, laptops, and printers.

### **Lead Instructor**

Teaching Introduction to Game Design. Classes are for ages 9-13 and 14-18 and take place at George Mason University campuses. Topics include ludology, Gamestar Mechanic, Construct 2, Unity 3D, Photoshop, and 3D Studio Max.

### 2D Artist Intern

Created menus, icons, and interface assets on mobile game called Terrachanics. Worked in a team to create overall art style and feel. Terrachanics is slated to be on Android and iOS devices soon.

### **Programmer**

Main programmer for a game prototype on PC. Created prototype using Unity, coded in JavaScript.

### Office Assistant

Revised and maintained customer database, Managed printing, payments and shipping of bulk mail. Cold called potential customers.

## **Education**

### **George Mason University**

Bachelor of Fine Arts in Computer Game Design Graduated May 2013, GPA 3.64.