Dashiell Curran

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EDUCATION

August 2022 - Present
University of Southern California - Computer Science Games
GPA: 3.62
Completed courses in Video Game Programming, Game Development Fundamentals, Game Design Workshop, Principles of Software Development, Data Structures and Object Oriented Design, Discrete Methods in Computer Science, Sound Design for Games, and Introduction to Web Development

August 2020 - June 2022
Brentwood School, California
Relevant Coursework: AP Calculus BC, AP Statistics, Honors Programming and Software Design, Independent Study in Game Development

August 2018 - June 2020
American School in London, London
Relevant Coursework: AP Computer Science

PROFESSIONAL EXPERIENCE

May - August (2021-2023)
StoneKite Studios - *Intern*
- Worked three annual summer internships, gaining experience in narrative design and creative collaboration
- In 2021: Collaborated with Jason Jones (Halo) and Margaret Stohl (Marvel), providing insights on character structuring and manuscript refinement
- In 2022: Developed storyboards, wrote wiki bios for characters, and sourced images for character design inspiration.
- In 2023: Conducted relevant game analysis using the MDA framework, summarized game conventions, and compiled industry news.

June - August 2019
Matthew Cooke, Director - *Intern*
- Edited 20-minute YouTube documentary
- Sourced visuals for social commentary alignment

March - August 2022
May - August 2023
Holy Cow BBQ, Santa Monica - *Server*
- Processed dining and phone orders with efficiency.
- Organized and packaged delivery orders for dispatch.
- Managed inventory of condiments and takeout supplies.

SKILLS & ABILITIES

- Proficiency using Python, Java, C++, C#, and JavaScript.
- Experienced with HTML and CSS for responsive web design.
- Skilled in Unity and Unreal Engine for game design and programming