DASHIELL CURRAN

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I am a 21-year-old, hardworking, and enthusiastic college student working towards a
B.S. in Computer Science Games with a minor in Law and Technology at the
University of Southern California.

WORK EXPERIENCE

Intern, StoneKite Studios **May – August (2021 – 2023)**
August – December 2024

- Completed multiple internships and worked part-time during the first half of my gap year, gaining experience in narrative design and creative collaboration
- 2021: Provided detailed insights on manuscript refinement
- 2022: Developed storyboards, wrote wiki bios for characters, and sourced images for character design inspiration
- 2023: Conducted relevant game analysis using the MDA framework, summarized game conventions, and compiled industry news
- 2024: Worked closely with the video game team using Unreal Engine 5 to create dynamic UI elements and debugging tools, research competing markets, and prototype level designs

Server, Holy Cow BBQ, Santa Monica **March - August 2022**
May - August 2023

- Processed dining and phone orders with efficiency
- Organized and packaged delivery orders for dispatch
- Managed inventory of condiments and takeout supplies

Intern, Matthew Cooke, Director **June – August 2019**

- Edited 20-minute YouTube documentary
- Sourced visuals for social commentary alignment

EDUCATION

University of Southern California **August 2022 - Present**

Relevant Coursework: Video Game Programming, Game Development Fundamentals, Game Design Workshop, Principles of Software Development, Data Structures and Object Oriented Design, Discrete Methods in Computer Science, and Sound Design for Games

Note: Took a gap year from June 2024 – August 2025 to focus on self-development, gaining industry experience, and building technical and creative skills

Brentwood School, California **August 2020 - June 2022**

Relevant Coursework: AP Calculus BC, AP Statistics, Honors Programming and Software Design, Independent Study in Game Development

The American School in London, London **August 2018 - June 2020**

Relevant Coursework: AP Computer Science

KEY SKILLS

- 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