Dan Neag

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Education

The University of Akron, Akron, OH (2018 – expected: May 2024)
Bachelor of Science in Computer Science – Systems
3.85 current GPA

Full Sail University, Winter Park, FL (2010 – 2012)
Bachelor of Science Degree in Game Art
3.85 GPA, Advanced Achievement Award

Stark State College of Technology, North Canton, OH (2008 – 2010)
Associate of Applied Science Degree in Computer Science and Engineering Technology
- Video Game Design and Development Option
3.9 GPA, High Distinction Award

Technical Skills

Languages/Frameworks: C++, Python, PostgreSQL, Vue.js, JavaScript, HTML
Tools: Visual Studio Code, Git, Windows, Mac OS, Autodesk Maya

Personal Project

Working on a plug-in for Autodesk Maya that acts as a 3D vegetation generator. To provide a sample, I've posted a small program that tests one of the plugin's classes here: https://github.com/dneag/BranchMeshTester

Professional Projects

Buffalo Digital (http://neely34.wix.com/vfx-previs), Newton, NC (Jan – Mar 2013)
Previsualization Artist
- Constructed and animated previsualization scenes for a major feature film

Spyros Games (https://angel.co/spyros-games), Alexandria, Egypt (August 2012)
Freelance Animator
- Created a rig and an animation set for a character for a mobile game

Work Experience

Mustard Seed Market and Café, Akron, OH (Fall 2013 – Present)
Line Cook / Prep Cook / Grocery Clerk
- Prepare and run any station for service - sauté, grill, pantry
- Unload deliveries and move them to shelves
- Maintain a clean, organized, and stocked shelf display