

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
3.9 GPA, High Distinction Award

Technical Skills

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

Personal Project

Tree generator plugin for Autodesk Maya (C++ / Python). I have a few samples/modules from this program in Github repositories, as well as a more general-purpose tool I made to assist me: [dneag/Command_UI \(github.com\)](https://github.com/dneag/Command_UI), [dneag/Phototropism \(github.com\)](https://github.com/dneag/Phototropism), [dneag/BranchMeshTester \(github.com\)](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

Class Project

[DDK Review \(dneag.github.io\)](https://github.com/dneag/DDK_Review)

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

