

## **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, WSL, Mac OS, Autodesk Maya

### **Personal Project**

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

### **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