Dan Steinmiller

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EDUCATION

Tribeca Flashpoint Media Arts Academy Chicago, IL

June 2013

Associate of Applied Sciences Degree, Game & Interactive Media

SOFTWARE SKILLS

Bugzilla, Adobe Photoshop, Adobe Illustrator, and Microsoft Office

PROJECT EXPERIENCE:

"Avarice" (Aerial Third-person Shooter) ZoopTEK

2013-2014

Contract Designer

- Redeveloped student levels with heightened attention to detail
- Collaborated with a small team to ensure compelling gameplay

"Personal Logos" (Advertising)

2013

Graphic Designer

- Drafted logos for personal use on my website and business cards
- Gathered feedback to achieve the best result

"Query" (Game Pitch Document)

Tribeca Flashpoint 2013

Designer

- Created a game proposal focused on the needs of a client
 - Compiled various assets to present rough concept images

"The Orange" (Photo Source Texturing)

Tribeca Flashpoint 2012

Graphic Designer

- Recreated game asset for class demonstration
- Used editing techniques to achieve higher quality textures

"Fluid Minds" (Production in Action, Projection Mapping)

Tribeca Flashpoint

2012

Animator

- Utilized Photoshop and After Effects to create animated effects for projection mapping presentation
- Worked together with other students to create experiential design to enhance the mood of the event

WORK EXPERIENCE

ZoopTEK, zooptek.net 2013-2014

Contract Designer

- Developed content for the unreleased game Avarice
- Managed the bug tracker to provide streamlined solutions for issues

Randall 15 IMAX, Batavia, IL

2008-Present

Projection Booth Operator

2010-2011

- Operated and maintain projection equipment
- Trained new booth operators on the proper operating protocol and emphasizing the values of the company Shift Manager 2010-Present
 - Oversee a staff of over fifty team members, including other managers, to ensure quality theater operations
 - Hire and train new employees and managers while managing daily accounts and receipts