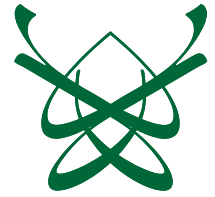


**goal** *Seeking position creating, crafting, & implementing the content within a video game's narrative landscape.*

**skills**

- ◆ Screenplay, teleplay, & interactive dialog writing
- ◆ Creative pipeline production & asset management
- ◆ Unity 4 - import, manage, & maintain 3D assets for game testing and live content updates
- ◆ Video production for short features & documentaries
- ◆ Graphic design for print publications, websites, & interactive experiences
- ◆ Adobe Creative Suite 6 - Photoshop, Illustrator, InDesign, Premiere, & 0 more
- ◆ Beta Tester for *Diablo 3*, *Guild Wars 2*, *Starcraft 2*, *Star Wars: The Old Republic*, & *WoW: Cataclysm/Pandaria*



**games** *Mechanist Games - Xiamen, Fujian, China [ www.mechanist.co ]*

*March 2012 - March 2013*

**Narrative Producer : "City of Steam"**

- ◆ Responsible for overall production of the narrative content assets for the new Unity driven browser-based game
- ◆ Duties included the creation of the bridging cinematic sequences, authoring game world descriptive content, & the management of the interactive assets using Unity3D 4.0 software tools
- ◆ Served as a liaison between quest writers and art department for asset creation by communicating ideas, concepts, & character animations to an international, mostly non-English speaking art team

*Game Developer's Conference / UBM Tech Web [ www.gdconf.com ]*

*March 1998 to March 2015*

**Conference Associate (CA) Staff**

- ◆ Responsibilities include helping to coordinate, train, & manage the over 400 volunteer staffers in customer service & logistical support for the annual week-long, video game industry conference

*Indiana University - Bloomington, Indiana*

*January 2011 - August 2014*

**Serious Game Design :**

- ◆ Worked with the School of Education on project using STEM methodology to teach History through gameplay
- ◆ Created playable prototypes using a combination of board game design elements and 3D environments

◆ *Further examples of game design, writing, & cinematic creation @ [www.danielmcdeavitt.com/portfolio](http://www.danielmcdeavitt.com/portfolio)*

**additional experience**

*Indiana University College of Arts and Sciences - Bloomington, IN*

*August 2013 – Present*

**Digital Media Producer : The College of Arts & Sciences**

- Working for expanding departments and new initiatives within the College of Arts & Sciences at Indiana University. Providing digital media creation, design, and implementation for web, print, and interactive publications and presentations.  
@ <http://college.indiana.edu/>

*Indiana University College of Arts and Sciences - Bloomington, IN*

*Spring 2011 & Spring 2012*

**Visiting Assistant Professor & Adjunct Professor : School of Fine Arts & School of Journalism**

- ◆ Course work covered in detail the printing process, portfolio marketing strategies, & identity management

*Ivy Tech Community College - Bloomington, IN*

*August 2003 - July 2009*

**Webmaster, Graphic Designer, & Adjunct Instructor**

- ◆ Designed regional mailers, program brochures, video content, & school website for college marketing department
- ◆ Created new curriculum for a pilot degree program covering entry level 3D animation and game programming

**education**

*Bachelor of Arts, Individualized Major Program, Major in Multimedia Production Design*

*May 1996*

**College of Arts and Sciences - Indiana University, Bloomington IN**

- ◆ Self-designed degree focused on the planning and production of digital media projects, emphasis on game design
- ◆ Consolidated usability study, project management, digital video, graphic and industrial design into my curriculum

**accolades**

- ◆ Regional and national winner of the National Council for Marketing and Public Relations (NCMPR) Awards for print publications and web design in education ( 2006 and 2007 )
- ◆ Video production *Nature's Canvas* - winner of the Golden Philo Award, mid west chapter (1996)
- ◆ Founding member of Last Minute Productions Radio Theatre Company, producers of NPR's Hayward Sanitarium
- ◆ Favorite game worlds: *City of Heroes/Villains*, *Dragon Age*, *Guild Wars*, *Halo*, *Mass Effect*, *Portal*, & *Star Wars*