

CURRICULUM VITAE (CV)

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EDUCATION

Masters of Science / School of Telecommunications / Indiana University / 1997- 2000 & present - 2013

Focus on usability (Heuristics) for new media projects, specifically website use & construction, computer simulations & games, and interactive learning tools. Collective work includes web media specific digital media environment creation, and the study of interactive storytelling development. *Master's Thesis: "Narrative Structures in New Media"*

<http://www.indiana.edu/~telecom/>

(degree incomplete - see below)

All required hours of graduate level work completed for degree (50+ graduate hours). Master's thesis review not completed due to personal obligations removing student's ability to continue degree after May 2002. Options are currently being sought through course revalidation for completion of the Master's degree in conjunction with a MBA degree from the Kelly School of Business at Indiana University.

(http://www.indiana.edu/~telecom/graduate/requirements_joint_biz.shtml)

Bachelor of Arts / Individualized Major Program / Indiana University / August 1996

A self designed degree entitled "Multimedia Production Design" focused on the planning, construction, & production of new media projects, start to finish. Curriculum was designed and crafted with the help of the College of Arts and Sciences. Degree included comprehensive studies of web design, game & simulation design, usability testing, project management, digital video production, and human computer interface design. The degree was the first of its kind and paved the wave for future students to pursue New Media degrees through the Individualized Major Program. <http://www.iub.edu/~imp/>

Advisors:

Prof. Tom Coleman, School of Fine Arts

Dr. Robert Appelman, School of Education

In the Spring of 1994 Indiana University's College of Arts & Sciences Dean Kirsten Lindemann sponsored an in depth study from the Office of Student Disabilities Studies for student's cognitive and learning skills. The resulting professional study (available on request), provided confirmation of notable difficulties with phonics, reading comprehension, rote memory, and minor dyslexia. Upon the strength of this knowledge, the student was able to return to complete the Bachelor's requirements using Sign Language as the undergraduate language requirement and finished the degree with honors while receiving proper guidance in study and learning techniques.

Bachelor of Arts / School of Fine Arts / Indiana University / 1983 - 1987

Major in Graphic Design with a minor in telecommunications.

While the creative aspects of the degree were complete with ease, the liberal art requirements proved to be an unexpected challenge and progress on the degree was voluntarily ended spring 1987. (Solution above) <http://www.indiana.edu/~finaweb>

Advisors / Instructors:

Prof. Tom Coleman, School of Fine Arts

Prof. James Reidhaar, School of Fine Arts

Bachelor of Arts / School of Design / University of Cincinnati / 1981 - 1983

First two years of design school fundamentals completed at the prestigious UC design school. Focus on Industrial / 3D design.

<http://www.daap.uc.edu/>

Transferred to Indiana University's School of Fine Arts Graphic Design program.

EMPLOYMENT HISTORY

Visiting Assistant Professor.

Spring 2011

Indiana University - Bloomington Campus

Professional practice and production courses for undergraduate design work. Subjects include four color process, digital file maintenance, portfolio development, interview strategies, and identity management.

| www.indiana.edu/~finaweb

Webmaster & Publication Designer / 2003 - 2009

Ivy Tech Community College - Bloomington Campus

Create, update, and maintain the regional college websites, and internal networks. Publications include regional mailers, brochure design, in house promotional designs, including online and digital video presentations.

Graphic Design & Web Management Adjunct Instructor / 2003 – 2009

Ivy Tech Community College - Bloomington Campus / CINS & VISC courses

Teach the use of high end, professional level design software for print and internet. Classes include four color process, digital imaging, and web design management. Developed class curriculum assigning projects using a hands on, learn by doing approach for students using HTML, XHTML, CSS, and current web management software programs.

Game Developer's Conference Associate Staff / 1998 - 2009

This reoccurring position as staff for the largest conference of the Game Industry's annual events allows contact with industry leaders and previews of the newest upcoming technologies. The position's responsibilities include helping to coordinate and train volunteer staff in customer service and support information for the week long, 15,000+ attended, industry leading conference.

www.gdconf.com

Concept Artist, Web Prototyper, and Interface Design Consultant / 2002-2005

Information In Place

Created prototype interface concepts for testing state of the art wearable mobile devices.

www.informationinplace.com

Interface Designer and Webmaster / 1998-2002

American Indian Studies Research Institute, Indiana University

Designed and implemented user interface schemes for American Indian Language CD-ROMs used for teaching and preserving the languages of the Pawnee, Arikara, and Assiniboine. Maintained and updated departmental website.

www.indiana.edu/~aisri

Graduate Assistant & Instructor / Indiana University / 1997 – 1998

Assistantship for the student's first year of graduate school working for Professor Tom Coleman in the Schools of Fine Arts. Supported graduate and undergraduate students in course projects and taught senior level design courses with Professor Reidhaar.

Graphic Design Computer Lab Consultant / Indiana University / 1994 – 1997

University computing services part-time position to support faculty, staff, and students in using the state of the art digital design software for the Schools of Fine Arts and Telecommunications.

Publication Designer / 1992 – 1994 / part time

Indiana University School of Continuing Studies / Extended Studies Office

Bulletins, promotional advertising and text book layout.

Graphic Design Internship / January – June 1985

International Business Machines (IBM) / Boca Raton, Florida Division

Professional internship with the graphic design office of IBM's new technology office.

TEACHING EXPERIENCE

- Spring 2011
Visiting Assistant Professor
Indiana University - Bloomington Campus
Professional practice and production courses for undergraduate design work. Subjects include four color process, digital file maintenance, portfolio strategies and management. | www.indiana.edu/~finaweb/
- Spring 2009
Indiana University, School of Telecommunications / Adjunct Faculty / part time
TEL 283: Introduction to Interactive Media Design (*position declined due to time conflicts*)
- Spring 2009
Academic Mentor for Harmony High School & Ivy Tech student Alisha Walker
Her final senior project in 3D Animation was successfully presented on 05/19/2009
- Summer 2008 to Spring 2009
Ivy Tech Community College – Bloomington Campus
Research and development for three campus specific certificates created in New Media. Assisted faculty chair in creation of updated program website and course gallery site. Details: <http://faculty.ivytech.edu/~bl-newmedia/programs.html>
- Fall 2003 to Spring 2008
Courses for Ivy Tech Community College - Bloomington Campus included:
CINS 253 – GRAPHIC IMAGE LAB
CINS 257 – ADVANCED WEB MANAGEMENT
VISC 115 – INTRODUCTION TO COMPUTER GRAPHICS
VISC 114 – GRAPHIC DESIGN I
- Spring 2005 to Spring 2006
Purdue University / School of Technology / Adjunct Faculty/ part time
CPT141 – INTRODUCTION TO WEB DESIGN
- Fall 1997 to Spring 1998
Indiana University / School of Fine Arts / Adjunct Faculty / part time
S451 – Graphic Design I (senior level undergraduate design class)

PUBLICATIONS AND PRESENTATIONS

- *“Collaborative Design: The bane of Academia” / co-presented with Dr. Robert Appelman*
06.10.08 – SMU / Game Education Summit 2008 / <http://www.gameeducationsummit.com/>
02.18.08 – Game Developers Conference / Education Summit 2008 / <http://gdconf.com>

“O’Bannon Institute Retrospective” – video highlights / 2009
Edited and Produced nine minute highlight reel for O’Bannon Institute broadcast.

“Lost Highways” – 6 minute video preview for interactive prototype simulation / 1996
Writer, producer, and editor for complete project created for promotion of the Lost Highways Project. Online @:
<http://danielmcdeavitt.com/>

“Nature’s Canvas” – 30 minute television documentary/ 1995
Served as co-Producer and post production editor on the student team production entitled "Nature's Canvas".
Program was fed to nationwide PBS station via Indiana University's WTIU in 1996.

“Wiley House” – 30 minute television documentary/ 1995
Producer for the Indiana University production team that created a documentary style retrospective on IU founding president Andrew Wiley, based on the family’s letters. <http://www.indiana.edu/~libwylie/>

“Teleplay /Screenplay (various)” – WGA represented scripts / 1994 – Present
Wrote and pitched to motion picture and television studios from 1994 to 2001.
Full works available on <http://danielmcdeavitt.com/>

PROFESSIONAL AFFILIATIONS

- IGDA – International Game Developers Association / Member / <http://www.igda.org/>
- GDC CONFERENCE / UBM / Conference Staff / <http://www.gdconf.com/>
- ADOBE USER GROUP / Education Champions (eChampions) / <http://groups.adobe.com/>

ACCOLADES

- Regional and National Award Winner for publication and web design from the 2006 & 2007 National Council for Marketing and Public Relations (NCMPR) Awards.
- Video Production “Nature’s Canvas was the winner of the 1996 Golden Philo Award, Midwest Chapter (<http://www.mca-i.org/>).
- Education publication excellence award for the 1994 Indiana University textbook: “*History 226 -Women in United States History*”.
- A founding member of Last Minute Productions Radio Theatre Company, Producers of NPR Theater’s *Hayward Sanitarium* broad cast nationally in 1994.

SKILLS / INTERESTS

- Extensive experience with the Adobe Master Collection Creative Suite 5 Photoshop, Dreamweaver, Illustrator, InDesign, Premiere, Flash, & more.
- Extensive knowledge of standards compliant X/HTML and CSS.
- Strong knowledge of JavaScript, ActionScript, and information architecture.
- Over twelve years experience in video production.
- Screenplay, and teleplay writer. Pitched directly to industry executives and maintain a Writer’s Guild of America Agent for representation of current work.

PORTFOLIO ONLINE

<http://danielmcdeavitt.com/>

REFERENCES

<http://danielmcdeavitt.com/references.html>