

## related experience

**Game Developer's Conference Associate (CA) Exeutive Staff.** 1998 - 2010

- ◆ Responsibilities include helping to coordinate and train over 400 volunteer staffers in customer service & logistical support for the annual week-long game industry conference.
- ◆ *detailed information @ <http://gdconf.com/attend/volunteer.html>*

**Webmaster and Graphic Designer - Marketing and Communications** May 2004 - August 2009  
*Ivy Tech Community College - Bloomington, IN*

- ◆ Created and maintained regional college websites for students, faculty, and marketing.
- ◆ Designed regional mailers, program brochures, and contributed to state wide marketing campaigns.
- ◆ Organized internal network design, and created digital video projects.

**Concept Artist and Interface Design Consultant.** (part time) 2002 - 2005

*Information In Place. Indiana University Research Park - Bloomington, IN*

- ◆ Developed user interface designs for prototypes of Augmented Reality (ARG) simulations.

## additional experience

**Visiting Assistant Professor - Graphic Design.** January - May 2011

*Indiana University - Bloomington, IN*

- ◆ Specialized in undergraduate courses focusing on professional practice and design production.
- ◆ Taught details of the four color process, portfolio strategies, and project management.

**Adjunct Instructor - Graphic Design, Web and Interactive Design.** August 2003 - August 2009

*Ivy Tech Community College - Bloomington, IN*

- ◆ Implemented use of current design software for print, interactive, and web creation for all course work.
- ◆ Instructed in detail on the four color process, digital image basics, and web design management.
- ◆ Created a new curriculum for a 3D animation certificate program that ran from August 2008 to May 2009.  
*details - [www.danielmcdeavitt.com/portfolio/newmedial](http://www.danielmcdeavitt.com/portfolio/newmedial)*

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## education

**Department of Telecommunications - Indiana University, Bloomington IN** May 2013

*Masters of Science, Major in Production*

- ◆ Studied the heuristic design of new media projects, online entertainment, and interactive tools.

**College of Arts and Sciences - Indiana University, Bloomington IN** August 1996

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

- ◆ Self-designed degree focused on the planning and production of digital media projects. Game design focus.
- ◆ Consolidated usability design, project management, digital video, graphic and industrial design into degree.

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## skills

- ◆ Beta tester for WoW: Cataclysm, Starcraft 2, Gods & Romans, & DCU Online.
- ◆ Screenplay, teleplay, and interactive script writer. Representation maintained by a WGA agent.
- ◆ Over ten years experience in video production.
- ◆ Information architecture and project design principles.
- ◆ Adobe Master Collection Creative Suite 5.5 - Photoshop, Dreamweaver, Illustrator, InDesign, and more.

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## accolades

- ◆ Writer & content creator for Star Wars theme KoBra MUD ([www.kobramud.org](http://www.kobramud.org))
- ◆ Favorite games: City of Heroes/Villains, Dragon Age, Halo, Mass Effect, Portal, Star Wars: KotoR
- ◆ Regional and National winner of the National Council for Marketing and Public Relations (NCMPR) Awards for publications and web design in education. (2006, 2007)
- ◆ Video Production *Nature's Canvas* - winner of the Golden Philo Award, midwest chapter. (1996)
- ◆ A founding member, Last Minute Productions Radio Theatre Company.