

Daniel McDeavitt

Digital Media Producer

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Experience

Media Designer. 2004 - Fall 2009 (full time)

Ivy Tech Community College - Bloomington Campus
Responsible for creating, updating, and maintaining the regional college websites and internal networks. Design work included regional mailers, brochures, in house promotional projects, and digital video programs.
| www.ivytech.edu/bloomington

New Media Instructor. Fall 2003 - Fall 2009

Ivy Tech Community College - Bloomington Campus
Teaching included the use of high end, professional level design software for print and internet. Courses covered four color process, digital imaging, and web design management. Developed new class curriculum for 3D animation pilot program that ran from 2008 - 2009. | www.ivytech.edu/bloomington

Concept Artist and Interface Design Consultant. 2002-2005

Information In Place. | www.informationinplace.com
Created interface designs for prototype Augmented Reality simulations (ARG).

Game Developer's Conference Associate Staff. 1998 - 2010
www.gdconf.com

Usability Designer. 1998-2002

American Indian Studies Research Institute, Indiana University
Designed and implemented interface schemes for American Indian Language CD-ROMs used for teaching and preserving the languages of the Pawnee, Arikara, and Assiniboine. | www.indiana.edu/~aisri

Various freelance digital media projects on contract.

Education

MS (Candidate) School of Telecommunications Indiana University 1997 -

Focus on heuristic analysis of media projects, specifically computer games, interactive websites, and learning tools. Collective work includes media specific environment creation known as "world building", and interactive storytelling development. Thesis: Narrative Structures in Computer Games

BA Individualized Major Program Indiana University 1996

The self tailored Multimedia Production Design degree program focused on the planning, construction, & production of media projects from concept to completion. Course work included study of game design, usability testing, project development, digital video production, and industrial design.

Skills

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- ❖ Beta tester for WoW: Cataclysm, Starcraft 2, and City of Heroes/Villains.
 - ❖ Screenplay & teleplay writer. WGA represented.
 - ❖ Extensive experience with the Adobe Master Collection Creative Suite Photoshop, Dreamweaver, Illustrator, InDesign, Premiere, Flash video, & more.
 - ❖ Extensive knowledge of information architecture & project design principles.
 - ❖ Over ten years experience in video production.

Honors and Interests

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- ❖ Favorite games: Batman: Arkam Asylum, City of Heroes/Villains, Dragon Age, Halo, Mass Effect, Neverwinter Nights, Portal, Oblivion, Star Wars: KotoR
 - ❖ Writer, designer, & content creator for KoBra MUD (www.kobramud.org)
 - ❖ A founding member of Last Minute Productions Radio Theatre Company.
 - ❖ Regional & National Award Winner for publication and web design.

Portfolio Online

<http://danielmcdeavitt.com>