



Dan Duffy

Associate Game Designer

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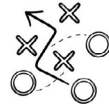
Skills



Graphic Design



Game Design & Development



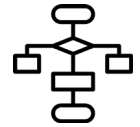
Level Design & Building



UX/UI
Design & Implementation



Design
Documentation



Scripting
(C#, Blueprints
HTML, CSS, Javascript)

Tools



Photoshop



Illustrator



InDesign



Unity



Unreal Engine



World Creator



Maya



3DS Max



Miro

Overview

Associate Game and Level Designer with an interest in creating large-scale multiplayer experiences. Apprentice-level experience in the development process from concepting through execution in various game engines and related toolsets. Technically proficient at learning new skills, programs, and concepts and putting them into action. Thrives in a collaborative team environment and values communication and willingness to learn. Strives to put the quality of the end user's experience above all else. Player-centric, iterative, visionary.

Goal

To help build the next great interactive digital worlds and to work with and learn from a team of visionary developers to push the boundaries of what we can accomplish in the digital space.

Featured Projects (See Portfolio)



Warg | Unity - Solo development open-world RPG prototype. Exercising full use of multi-discipline toolset to design, build, and optimize vast level spaces in Unity. Fundamental UX and world building using reference material. Art-direction, collection, & modification of 3D art & animation assets. Utilizing C# programming and many third-party Unity tools to complete development goals. Implementation of techniques to optimize draw-calls, polycounts, LODs/culling, material sharing, & batching. Terrain generation, day/night dynamic lighting/sky, & procedural spawning of environment details. Branding & Identity.



Black Point Trailhead | Unreal Engine 4 - Gathered photo reference and satellite map data of a real-life location. Blocked-out and sculpted Unreal Terrain to resemble the trail, painted foliage and manually placed trees as a visual wall to later structures. Iterated on level layout and flow to create a maze-like experience, followed by a reveal of the ocean and a large castle. Built lighting and added sound effects to the experience. Incorporated widget blueprints for objectives and narrative text. Heavy "set dressing" wooden props placed around the level in strategic places. Unreal Material editing to all assets for cohesiveness. Created basic user experience through the player controller blueprint.



Drone Fight Club | Unity - Designed and documented a local-multiplayer arcade game over 10 weeks as a team of 3 (2 programmers). Designed mechanics and game loop. Communicated design goals to programmers and guided their system implementation. 3D modeled, rigged, and animated unique main characters and designed unique art-direction and branding around them. Built level, lighting, and UI assets to deliver a cohesive experience. Iterated all aspects toward a polished product.

Experience

Independent & Group Game Development Projects | 2019-2022 (See Portfolio)

48-Hour Global Game Jam Winter | 2019 | 2020 | 2022

Small-Scale Graphic Design Work | **Freelance** | 2013-2019

Graphic Design Intern | **Falcone Communications & Design** | 2013

Education

Associates Degree in Video Game Design | **New England Institute of Technology** | 2020

Visual Communication & Fine Art | **School of the Art Institute Chicago** | 2015

Certificate for Graphic Design Studies | **Rhode Island School of Design** | 2014

Digital Arts & Science | **Clarkson University** | 2013