

Daniel H. Newberry

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Game Designer and Developer with a half-decade of experience leading and participating in all aspects of interactive experience creation.

SUMMARY

Enthusiastic gamer with a love for both new and retro titles, and a longstanding passion for the process of game development across all different genres, platforms, and scopes.

AREAS OF EXPERTISE

■ Leadership ■ Team Building ■ Peer Networking ■ Client Relationships

■ 3D Modeling ■ AR / XR Development ■ GIT and Perforce ■ C# ■ Unity ■ Unreal ■ International Team Management ■ 4D Mesh Sequencing ■ Reallusion Animation and Character Creation ■ Motion Capture ■ Asset Optimization ■ Adapting Asset Pipelines ■ Internal Development Software

ACCOMPLISHMENTS

- **Assisted in the development of groundbreaking VR applications** in the medical industry. Collaborated with an international team to bring doctor/patient consultations into a virtual environment with lifelike 3D avatars and innovative full-scale organ projections.
- Spent five years teaching and **inspiring young game developers** in all disciplines of development. Brought students from no development experience to a place of mastery, and instilled values of hard work and perseverance.
- Grew the Georgia State Game Development Club by **200%**. Additionally increased semester project completions across the board, and implemented widespread policy updates to bring the organization to the forefront of Atlanta-based game developers.
- Helped organize, develop, test, and manage the **largest Fallout fan project ever created**, with over **635,000 downloads** as of July 2023. Created multiple comprehensive location and quest design documents, along with accompanying branching dialogue trees and extensive interconnected lore.

CAREER PROFILE

Independent Developer (2019-present)
Gamestop Sales Associate (2023-present)
IQVIA, Graphic Designer / 3D Modeler (2021-2022)
InternalDrive, Online Instructor (2019-2023)
Aurora Game Development Club, President (2019-2021)

EDUCATION

Bachelor of Interdisciplinary Studies (BIS) in Game Design (Georgia State University, 2021)

REFERENCES

Ash Fuqua: Co-worker, Former Gamestop Store Leader, Former Marvel Prop Master - Ashfuqua@yahoo.com