

Dan Bruington

<http://www.danbruington.com>

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SUMMARY

Graduate of the University of Alaska Fairbanks. I have an education in graphic design and animation, with a deep interest in games and a strong work ethic. As a dedicated game player and amateur designer with mod and scripting experience, I am excited to be employed in a career in the games industry.

EDUCATION

Fall 2003 – Spring 2008
University of Alaska Fairbanks,
Fairbanks, Alaska
Bachelor of Fine Arts in Art, emphasis Computer Art, cum laude
Cumulative GPA 3.61
Dean's List

SKILLS AND INTERESTS

Game design, computer experience and education:

- Modding tools: Quake Engine / QuARK, Valve Hammer, Unreal Editor.
- Experienced designer: Lead Designer MasterSword mod (2 years), Designer / Music EDF mod, Scripter RPGQuake.
- Autodesk Maya: 5 years education in animation and modeling.
- Industry Software: 3dsMax, Adobe Photoshop, Illustrator, Premiere, Macromedia Flash.
- GameMaker: 3 years experience in game design and scripting.
- Scripting languages: HTML, C Scripting, UnrealScript, ActionScript.

Education focus and experience in digital art, Maya model design and animation, and game beta testing.

Self-motivated, hard working. Effective time-management skills.

Supervisory experience, direct management of employees.

WORK EXPERIENCE

December 2009 – Present

Laser Artist

Pacific Science Center

Supervisor: John Borcharding, Laser Theater Operations Manager (personal 206-992-8081)

Job duties: Artist creating and performing live laser shows at the Seattle Laser Dome.

June 2009 – Present

IMAX Usher

Pacific Science Center

Supervisor: Kalen Knowles, Usher Coordinator (personal 360-461-0227)

Job duties: Customer service for Pacific Science Center's IMAX theater: direct interaction and guidance of customer needs at this major venue.

Summer 2007 – Spring 2008

Resident Assistant

University of Alaska Fairbanks

Supervisor: Blaine DeWalt, Assistant Resident Director (office 907-455-3900)

Job duties: Community development, health and safety of students under my supervision with Residence Hall Association.

I was also the Desk Attendant supervisor, meaning that I had 4-5 university employees under my direct supervision.