

# Daniel Silverstein

*Game Designer // 3D Modeler*

5 Crescent Sq.  
Newton, MA 02458  
617-244-0829, c. 857-231-1679  
dsilvers@deviatesoft.com  
<http://portfolio.deviatesoft.com>

## *Description*

I am a Game Designer and Environment Artist of independent games and game modifications. Currently a Senior at the Savannah College of Art and Design and have leadership experience as well as skills in game design, game writing, and 2D/3D asset creation.

## *Education*

Savannah College of Art and Design, Savannah, GA – Student, 4<sup>th</sup> Year  
*BFA Interactive Design and Game Development*  
Expected Graduation Date: May 2009

## *Awards*

### Dean's List

- Savannah College of Art and Design, Savannah, GA
- Fall 2006, Spring 2007

## *Skills*

### Design

- Tabletop and PC Game Design
- Concept Development and Documentation
- Team Leadership, Scheduling, and Organization
- Game Writing
- Traditional Design Methods
- AGILE

### Software

- Adobe Creative Suite 3: Dreamweaver, Flash, Illustrator, InDesign, and Photoshop.
- Autodesk 3D Studio MAX 8 and Maya 2008
- Crazybump
- Epic Games Unreal Engine 3.0
- ClickTeam Multimedia Fusion Developer 2
- Jasc Paint Shop Pro 8
- Sony Acid Express
- Quark XPress
- Microsoft and Apple Corp. Operating Systems
- Sun Microsystems OpenOffice 2.0
- Microsoft Office

### Programming

- ActionScript 2.0
- CSS
- HTML

### Familiar With

- Adobe After Effects 7, Audition 2.0, Soundbooth CS3, and Premiere 2.0
- Pixologic zBrush 3.1

## *Current Experience*

**Founder, DeviateSoft, Newton, MA / Savannah, GA**

11/1999 - Present

Independent game development and design in both board and digital media. Projects currently include a 4-play strategy board game entitled "Stalin's Stash" based on Sociopolitical Economics, for which I designed Communist-based rulesets and economic systems to drive gameplay; a vertically scrolling Shoot-Em-Up entitled "Triwing" developed in Multimedia Fusion 2 with all gameplay elements rendered in 3D; and an action/RPG based on a Dynamic Leveling System entitled "NightRise," in production as a total conversion modification for Unreal Tournament 3.

## *Previous Experience*

**Freelance Advertisement Restoration and Enhancement, Proctor & Gamble / Gillette, Boston, MA**

10/2007 - 1/2008

Freelance graphic design work for the Gillette™ Venus Equity video, produced by Link Technologies LLC.

**Graphic Designer, Verve Creative Design, West Newton, MA**

9/20/04 - 8/05

Intern at Verve Creative Design. Designed magazine ads for Legal Sea Foods, various company logos, brochures and party invitations in Adobe Photoshop CS2, Illustrator CS2, and InDesign CS2. Also archived Verve's old projects onto DVD's.

**Web Designer / Webmaster, Newton North High School Theatre Ink, Newton, MA**

9/10/04 - 10/05

This was a project to improve the quality of the Newton North High School "Theatre Ink" website. Tasks included redesigning the entire website with new pages, new graphics, and a more streamlined interface. Taken over by Theatre Ink itself after October 2005.

**Advertising Designer, Legal Sea Foods, Newton, MA**

1/2004 - 6/2004

Helped to design "Legal Fish Facts" brochures and the "Legal Sea Foods Newsletter" for Legal Sea Foods™ under supervision of Verve Creative Design. Responsible for brochure design and color correction. Printed at Radnor Graphics, Newton, MA.

References available upon request.