**Daniel Evans**

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**Introduction:**

My name is Daniel Evans, and I am developing a career in Game Design and Game Development. I have a variety of technical skills, am a quick learner, and very good at working with a team. I am very devoted to whatever project(s) I am working on, including high commitment to completion of projects, obtaining feedback from others, and researching anything new I need to learn.

**Education:**

* Bachelor of Arts in Game Design and Minor in Music. *Anticipated date of graduation: May of 2025*. Lindenwood University (Fall 2022 - Present).
* Associate of Arts in Computer Science. Jefferson College (Fall 2020 – May 2022).

**Technical Skills:**

* In terms of software, I am mostly proficient in Unity and GDevelop.
* I have worked on game engines like Unity, GDevelop, Stencyl, Twine, Godot, and Scratch.
* When it comes to programming, I have experience with C# and GDScript for developing games only. I also like to use Microsoft Visual Studio for my programming.
* Trained in Avid ProTools audio workstation software, including music creation, sound recording, and audio production
* I have experience with Aseprite for Pixel Art drawing and animation, Adobe Photoshop for visual and game development.
* Have experience using Java (EclipseIDE), C++, and Python for programming, and HostGator to host websites.
* Proficient in Microsoft Word, Google Docs, Microsoft PowerPoint, Google spreadsheets, and Google Slides.
* For animation, I like to use Blender.
* I have also mixed audio in Unity
* I have created a Soccer ball in Blender. I have used the Soccer ball as a character in the game “Run & Jump”.
* I could make a pausing menu using C# script and create buttons.
* I was able to make the soccer ball roll using C# script. I also made it slide by making the ball shaped like an oval, to go below objects.

**Power Skills:**

* Critical Thinking
* Willingness to learn
* Collaboration
* Problem Solving
* Teamwork
* Situational Awareness
* Communication

**Projects:**

* ***Title:*** Catching Snowflakes | *Engine/Technology:* Scratch | *Role:* Developer, Prototyping, Animator, Game Tester

*Contributions:* Gameplay, UI, Coding, Game Testing, Rules, Character Development, Animation, Music/Audio, Physics, Main Menu, Controls

* ***Title:*** Rabbit Jump | *Engine/Technology:* Scratch | *Role:* Developer, Prototyping, Animator, Game Tester

*Contributions:* Gameplay, UI, Coding, Game Testing, Rules, Character Development, Animation, Music/Audio, Physics, Background, Main Menu, Controls, Obstacles

* ***Title:*** Cave Explorer | *Engine/Technology:* Twine | *Role:* Developer, Prototyping, Game Tester

*Contributions:* Storytelling, Non-Linear Narratives, Music/Audio, Game Testing, Background, Main Menu

* ***Title:*** Runnin’ From Hell | *Engine/Technology:* Stencyl | *Role:* Developer, Prototyping, Animator, Game Tester

*Contributions:* Gameplay, UI, Rules, Character Development, Character Behaviors, Animation, Music/Audio, Physics, Events, Scenes, Background, Main Menu, Controls, Obstacles, Game Testing

* ***Title:*** Ball Bounce | *Engine/Technology:* Godot | *Role:* Developer, Prototyping, Animator, Game Tester

*Contributions:* Gameplay, UI, Rules, Animation, Sprites, Physics, Scripts, Background, Controls, Game Testing

* ***Title:*** Obstacle Spike | *Engine/Technology:* GDevelop | *Role:* Developer, Prototyping, Animator, Game Tester

*Contributions:* Gameplay, UI, Coding/Events, Game Testing, Rules, Animation, Music/Audio, Physics, Background, Character Development, Scenes, Main Menu, Controls, Obstacles, Game Testing

* ***Title:*** Reel Beats (Group Project) | *Engine/Technology:* Unity | *Role:* Audio Engineer

*Contributions:* Storyline, Revising the Tutorial, and Audio/Music

* ***Title:*** Run & Jump | *Engine/Technology:* Unity | *Role:* Developer, Programmer, Audio Engineer, Animator, Game Tester

*Contributions:* Programming (Coding) Camera, Physics, Music/Audio, Background, Character Development, Main Menu, Controls, UI, Rules, Gameplay, Game Testing

**Work Experience:**

**Game Testing Volunteer** for “*Heart Bleed”* video game. (February - March 2024)

* Iterations in Game Testing to help the Game Developer in improving player experience and addressing problems.
* Ongoing Communication with Developer on processes that were working well and those that could be improved upon.

**The Pasta House** (December 2019 – August 2022) (December 2022 – January 2023) (May 2024 - Present) *Line Cook*

* Communication with team members in coordinating the timing of food completion.
* Teamwork in synchronizing meal creation with other coworkers.

**Domino’s** (June 2023 – August 2023)

* Organizational skills in ordering food preparation with cooking to have food orders completed.
* Multitasking and Time Management to sequence varying responsibilities simultaneously (e.g. cooking food and taking orders/processing payments).

**Awards/Achievements:**

* Lindenwood University Academic Merit Scholarship **(Fall 2022-Spring 2023; Fall 2023-Spring 2024; Fall 2024-Spring 2025)**
* Lindenwood Phi Theta Kappa **(Fall 2022-Spring 2023; Fall 2023-Spring 2024; Fall 2024-Spring 2025)**
* Phi Theta Kappa Honors Society **(Spring of 2022)**
* EagleScout **(January 2020)**