

Danny Hawk

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EXPERIENCE

Creative Technology Fellow

Crispin Porter + Bogusky | Summer 2017

Took theoretical applications of different emergent technologies and created functional prototypes. Solely responsible for networking a 3D scene between iPad and HTC Vive using the HTC Vive Tracker.

Game Designer

MAGIC Center | Summer 2016

Worked on a multidisciplinary team creating a Unity based Android game that teaches adults to read. Responsible for building the UI/UX of different teaching activities, based on research of effective instruction techniques.

Senior Resident Advisor

RIT Center for Residence Life | 2017 - 2018

Resident Advisor

RIT Center for Residence Life | 2016 - 2017

Responsible for assisting predominantly first year residents as they transition to college by creating a community focused on inclusion and understanding through floor events, individual conversations, and conflict resolution.

Teacher's Assistant

RIT | 2016 - 2017

Graded projects and assignments within two weeks of their due date. Assisted during class periods with questions, debugging, and concept misunderstandings. Tasked with running class in the absence of a professor.

EDUCATION

New York University

MFA in Game Design

Rochester Institute of Technology

BS in Game Design and Development

Minors in Psychology, Film Studies

Immersion in Economics

PROJECTS

Narwhal Picnic

An asymmetric cooperative game for the HTC Vive where one player wears the VR headset while another two players strap the vive controllers to their foreheads.

Danny Hawk's Boop Game

A competitive two player video game made for custom arcade controls. Explicitly designed to create a game in which two players battled over the same arcade button.

LANGUAGES & LIBRARIES

C#	MonoGame
javaScript	jQuery
CSS	Bootstrap
HTML	Node
Processing	Ink
p5.js	Git

SOFTWARE & HARDWARE

Unity	Twine
Maya	ARKit
Visual Studio	AR Studio
Photoshop	HTC Vive
Illustrator	Google Sheets