

Daniel Allison

650.430.8246
Burlingame, CA

dan@danallison.com
www.danallison.com

Profile:

- Passionate about games, current with latest news and trends
 - Creative and artistic: An eye for design and aesthetics
 - Experienced working under tight deadlines
 - Ability to analyze and adapt to new challenges
 - Team player, worked in groups of 6 to 12
 - Excellent written and oral communication skills
 - Skilled in Photoshop, InDesign, Quark Xpress and 3D Studio Max
 - Established skills in HTML and CSS
 - Working knowledge of Microsoft Word, Excel, PowerPoint and Outlook
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Experience:

Sony Computer Entertainment

Oct 08-Pres

Format Quality Assurance

- Execute requirement checklists and test cases on pre-release and pre-tech software
- Document software bugs and enter them into bug database
- Configure routers and set up LANs for online play testing

GrafiQa Creative Services

Apr 07-Jun 08

Print & Web Production – Freelance

- Prepared copy assets and created layout styles for print
- Processed images and packaged print jobs
- Manipulated and cropped image sets for websites
- Sorted and cataloged images from large photo shoots

Iron String Press, Inc.

Jun 06-Mar 07

Graphics & Technology Director – The Freeman's Journal Weekly Newspaper

- Transitioned and updated production method to an all digital process
 - Streamlined advertisement client communications
 - Designed and created advertisement styles for over 25 clients
 - Researched, developed and managed all office IT practices
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Projects:

Lost Shadows: Unreal Tournament Mod

Jan 03-Aug 03

Game Design, Level Design, and Community Leader

- Co-wrote main game play mechanics and game story
 - Designed levels for 3rd person shooter gameplay
 - Placed art assets, NPCs, and AI path nodes
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Education:

University of Advancing Technology – Tempe, AZ

Aug 03

Bachelor of Arts in Multimedia

Emphasis in Digital Animation Production and Game Design

Bunker Hill Community College – Boston, MA

May 98

Associate of Arts in Media Technology

Emphasis in Video Production