

# Damian McGivney - Game Developer & Artist

## Bio

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Passionate young artist and developer, quick and eager to learn new skills and software, dedicated to creating high quality assets and overall experiences. Versatile and experienced in working alongside teams, great with direction and easily self-motivated without. Excited to be a part of -and contribute to a creative and driven team of developers.

## Software Skills

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- Unity3D, C#, C++
- Visual Studio
- Photoshop, Blender, Aseprite
- FL Studio, Reason
- Microsoft Excel, Word

## Professional Experience

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### **Chucklefish | summer 2012 – winter 2014**

- SFX audio assistant, planning and designing audio content with audio lead
- Worked closely with lead writer to help write lore and content
- Play-tested and submitted bugs with the team during downtime

### **MidBoss | Fall 2015**

- Collaborated with the lead developers and writers to voice Dekker in *Read Only Memories*

## Education

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**January 31<sup>st</sup>, 2011 -**

General Education Diploma – Issued by Gila County Education Service Agency

## Personal Projects *(more on [Zenuel.com](http://Zenuel.com))*

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### **Anubis | 2015**

Fully voiced, edited and mastered, programmable voice control system for *Elite Dangerous*, with over 10,000 downloads.

### **Once, Upon a Train | 2016**

A game made for Mystic Western Jam, appeared at the *Marfa Film Festival* in West Texas for the independent games exhibit.

### **Lantern | 2013**

An experimental atmospheric game, appeared as an indie highlight in PCG's itch.io recommendations column.

### **The Woods Are Safe | 2016**

Third person exploration and storytelling game, made for 1-Game-A-Month jam and Patreon, learned a lot about storytelling and pacing.

### **Air Time | 2015**

A project about idle exploration, made to stretch my skills and play with a different perspective of exploration, a personal favorite project.

### **Cradle | 2014**

Storytelling horror game made for CloneJamKitty, an exploration of another developer's style and writing.