

Damian McGivney- Game Developer & Artist

Bio

hello@zenuel.com | [@Zenuell](https://twitter.com/Zenuell) |

Passionate young artist and developer living in Seattle, Washington. 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

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

Professional Experience

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*

Nintendo of America | Summer 2017

- System support, responsible for creating and documenting issues and repairs for Nintendo systems.

Education

January 31st, 2011 -

General Education Diploma – Issued by Gila County Education Service Agency

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

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.