David McDonough
Baltimore, MD
www.davidmcdonough.net
dmcdonou@gmail.com

Education

Savannah College of Art & Design – MFA Interactive Design and Game Development, 2009
Trinity University – BA Art, 2006, *magna cum laude*
The Glasgow School of Art, Glasgow, Scotland, Fall 2005

Software

Maya, Photoshop, Illustrator, Flash, UnrealEd, Dreamweaver, After Effects, Word, Excel, PowerPoint, Outlook, and all similar office and email suites

Languages

C, C++, C#, Java, ActionScript 2 / 3, PHP, HTML, CSS, Lua

Professional Experience

Producer, Firaxis Games, December 2008 – present
Schedule, track, and supervise team during project execution. Create and maintain project schedules. Create and present project reports and moderate team meetings. Work closely with directors on team management and assignments. Work closely with team designers and leads in all areas of game design, visual development, and application structure. Assist team leads with task development for team members. Serve as interim graphic designer/user interface programmer/level designer/writer and editor in times of resource shortfall. Administer outsourcing communication and asset exchange. Administer game prototype tests and compile test results. Administer bug database.

Professor (Adjunct), University of Baltimore School of Digital Arts & Sciences, January 2011 – present
Devise and execute lesson plans, homework, and examinations. Devise and deliver lectures and in-class demonstrations on course subjects. Assist students with professional and academic skill development. Supervise students during class periods.

Extracurricular Experience

Contributing Author, Challenges for Game Designers by Brenda Brathwaite and Ian Schrieber, Spring/Summer 2008
Authored "Non-digital Shorts," collections of short design challenges provided at the end of each chapter. Edited, criticized, and proofread book drafts. Contributed to authorial discussions.

Designer/Programmer, *Tank!* Fall 2007 – Spring 2008
Designed, programmed, and debugged game layer code in combination with lead programmer specifically for sound, physics, and animation systems. Supervised and assisted level designers and artists. Provided technical support for team.

Awards & Honors

Co-Winner 2nd Place, Rosetta Stone Game Jam 2011
Co-Winner 1st Place, Rosetta Stone Game Jam 2010
Co-Winner, SCAD Entelechy 2008 "Best Digital Game," for *Tank!*
Winner, SCAD Entelechy 2008 "Best Card Game," for *Quisquilian*
Dean's List, Trinity University, 2002 –2006
GenCon 2006 Midwest Regional *Zombies!!!* Champion
GenCon 2000 *Dorkathlon* Champion