

Dan Reiley

Email: dan@danreiley.com

OBJECTIVE: To obtain a position with a game development company.

SPECIAL SKILLS:

ARTISTIC: Proficient in creative writing, Unreal Editor, Radiant, 3D Studio Max, Maya, Photoshop, After Effects, Sound Forge, and Dreamweaver.

TECHNICAL: Extremely proficient in Word, Excel, PowerPoint, Outlook, and Project. Proficient in DevTrack, Bugzilla, FileMaker Pro, TestTrack Pro, HTML, UnrealScript. Working knowledge of MS Access, JavaScript, MELscript, and C++.

FAVORITE GAMES: World of Warcraft, City of Heroes, Age of Conan, Half-Life series, Mass Effect, S.W.A.T. series, System Shock 2, BioShock, Baldur's Gate series, Call of Duty series, Neverwinter Nights series, Planescape: Torment, and others.

MOST RECENTLY BEATEN: Assassin's Creed, Call of Duty 4, Condemned: Criminal Origins, Marvel Ultimate Alliance

NOW PLAYING: Grand Theft Auto IV, Age of Conan, City of Heroes, Mass Effect

PENCIL AND PAPER: Hero System, Dungeons and Dragons

EXPERIENCE:

Underground Development – Foster City, CA

09/07-present

Tools and Production Tester - Contract

- Hands-on review of games and the designer tools to determine stability and quality
- Test a pre-release/early Alpha video game to verify functionality, data content, performance, usability/playability, and hardware/software compatibility
- Test designer tools to verify functionality, performance, usability, and hardware/software compatibility
- Appraise games in several disciplines, including graphics, sound, level design and gameplay and provide constructive feedback
- Utilize and test designer tools through several aspects, including level editing, 3D modeling, animation, and texture creation
- Describe game and designer tool discrepancies in an orderly and concise method
- Enter issues/bugs into the bug-tracking database system
- Participate as part of a team-based testing unit for testing game
- Work independently and efficiently testing designer tools

Holy Names University - Oakland, CA

08/06-09/07

Computer Support Technician

- Document all pertinent end user information and nature of problem or issue
- Record, track, and document the help desk request problem-solving process for management review
- Develop documentation for procedures and systems
- Perform critical customer service, with a focus on rapport-building, listening, and questioning skills

Gamehelper.com - Richmond, CA

06/02-08/06

Content Provider

- Critique games by reviewing the writing process and publishing the review on the gamehelper.com website
- Hands-on review of popular games across multiple platforms in preparation for critique
- Proofread other Gamehelper.com Content Provider's articles and reviews
- Attend and cover industry events, such as E3

Perpetual Entertainment - San Francisco, CA

10/05-01/06

Quest Implementation Intern - Contract

- Implement the writer's quests into the game engine using a proprietary tool
- Proofread NPC dialogue and edit it utilizing XML
- Assist in balance-testing and fun-testing of gameplay systems and content
- Tune and balance quest rewards and NPCs related to quests

Eidos - San Francisco - CA

07/05-10/05

Quality Assurance Tester - Contract

- Hands-on review of games across multiple platforms to determine stability and quality
- Appraise games in several disciplines, including graphics, sound, level design and gameplay and provide constructive feedback
- Enter issues/bugs into the bug-tracking database system
- Participate as part of a team-based testing unit

LucasArts - San Rafael - CA

10/04-03/05

Quality Assurance Tester - Contract

- Hands-on review of games across multiple platforms to determine stability and quality
- Appraise games in several disciplines, including graphics, sound, level design and gameplay and provide constructive feedback
- Enter issues/bugs into the bug-tracking database system
- Participate as part of a team-based testing unit

EDUCATION:

The Art Institute of California - San Francisco, S.F., CA

09/02-03/06

Bachelor of Science, Game Art and Design