

2012

Dan Fischbach

Game designer/scripter

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Game Development Experience

Indie Development

12/2009 - Present

SynapticSwitch LLC

- **Lead Designer/Associate Producer on "Wallet Wizard"** - A casual game made in 4 weeks for Radiant Event Technology/PNC Bank using Microsoft's Kinect for Windows and Unity 3.5
 - Created & maintained design document for the entire project
 - Responsible for breaking down mechanics for programmers to implement
 - Scripted out small functions used for pickup functionality using C#
 - Maintained Unity Asset Server
- **Game Designer on "Mariner"** - A social/strategy game for the PC
 - Updated & cleaned up project wiki with fresh information for team members
 - Overhauled & organized game design document to more quickly ramp up new team members

Colorado Game Coders LLC

- **Undisclosed Unity title**
 - Co-authored design document
 - C# scripting in Unity

Kurrents LLC

- Co-authored design document and coded prototype for "Lunch King" in AS3

Other Projects

- Managing a team of local indie developers on a Unity game dealing with consumption

UCF/FIEA

08/2008 - 12/2009

Drifters - A 3rd person, networked, 2-4 player, body-swapping game in which players try to deduce each other from AI

- **User Experience**
 - Worked with Marketing and Scheduling Leads to facilitate interest and usability focus groups
 - Designed menu flow to allow end users to access in-game modes and options quickly and easily
- **Quality Assurance (QA) Lead**
 - Developed QA methodology which explained the classification and procedure for reporting bugs
 - Administered DevTrack setup so team members could easily route and fix bugs with minimal workflow interruption
 - Tested game on various hardware configurations (both physical and virtual) to ensure compatibility with older systems

Chain Game - A cooperative, 2 player rapid prototype in which two players are chained together

- Developed and pitched game concept and mechanics to top FIEA execs
 - Accepted as one of the top four games*
- Co-authored the design document

Rapid prototypes (small games developed within a 2-3 week period)

- Macabre - Scripting, sound work
- Spaceballs: The Game - Level design, QA, scripting, sound work
- Cage Fight! - Scheduling, scripting, sound work
 - Won "Most Innovative Input" award (RFID & Wacom tablet input)*
- Dick Squirlé: Private Investigator - Dialogue & story development, QA, researching reference material
- Chaos City - Game balancing, QA

Education

UCF/FIEA

2009 MS, Interactive Entertainment (Production) 3.7 GPA

NJIT

2008 BS, Information Technology (Multimedia) 3.5 GPA (Cum Laude)

ACCOMPLISHMENTS/SKILLS

Lifetime IGDA Member, Upsilon Pi Epsilon NHS Member, Microsoft Certified Professional, CompTIA Network+ Certified