**David Danaher**

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## Work Experience

***Zero Intel Gaming***

Owner/Founder, September 2013 – present, [www.zerointel.com](http://www.zerointel.com)

* With a team of one, released a game for the Google Play marketplace using the Unity Engine called Energy Assault. A holiday variant, Alien Christmas, is also available. Each game has two versions; one for purchase and the other free with ads
* Writes technical plans for games as well as prototyping, coding, and improving them
* Performs quality assurance (QA) testing on titles before and after adding music, graphics, and code alterations

***Aries MarketMasters***

Technical Marketer, September 2010 – present, [www.ariesmm.com](http://www.ariesmm.com)

* Reviews and edits technical documents such as white papers, customer case studies, presentations, award nominations, press releases, and other documents.
* Ensures that the technical documents make sense for the readers, have met what’s defined in the abstract or project goal, use proper industry terms, and follow company style guides
* Researches and creates media lists to track who is covering which marketing segment, and produces client coverage reports

## Skills

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| **Programming Languages** | **Tools Experience** |
| C++ | Unity |
| JavaScript | Visual Studio |
| C#  HTML | Microsoft Office Products (Word, Excel, & PowerPoint) |
|  | Adobe Web suite (Flash, Dreamweaver, & Photoshop) |
|  | Unreal Engine 3 |
| **On the Job Skills** | 3ds Max |
| Works well in a team or independently | Blender |
| Demonstrates strong communication skills |  |
| Manages and works on simultaneous projects |  |
| Displays strong analytical skills |  |
| Flexible in an ever changing work environment |  |

## Other Game Projects

* First Person Shooter using the Unreal Tournament Engine with Time Alterations (available on Zero Intel website, Named Chrono Distortion) – Role: Team lead, with both programming and project management responsibilities
* Misc. projects available for download at <http://zerointel.com/dreamweaver/portfolioHome.html>

## Education

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| DeVry University, Long Beach, CA  Graduation Date: February 2012 | Bachelor of Science in Game and Simulation Programming  *summa cum laude* |
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| Orange Coast College, CA  Graduation Date: May 2013 | Certificate of Entrepreneurship  Certificate of Entry-Level Marketing |