

Daniel Pomidor

danpomidor@gmail.com ❖ (850) 264-5994 ❖ Los Angeles, CA ❖ danielpomidor.com

WORK EXPERIENCE

Virtualitics, Inc (virtualitics.com)

Sept. 2016 – Present

Designer, Developer

Pasadena, CA

- Founding team member: Responsible for designing and implementing the application's user interface, both visually and through scripting as part of the design team.
- Mock-up new features for the application through functional prototypes in Unity, using C#.
- Create videos, powerpoints, and photos for use as ads, presentations, and demos for prospective clients.
- Engage in testing and bug fixing for release candidates as part of the development team.

Forward Instinct (forwardinstinct.com)

July 2017 – Present

Founder, Lead Designer and Developer

Los Angeles, CA

- Leads development and design of independently created games, sold on Steam and Itch.io.
 - Midnight Ultra, our second title, was featured twice on Rock, Paper, Shotgun, and sold approximately 1,500 copies.
 - DAEMON, our first title, was Kickstarted for \$1,365 and blended AR, VR, and live action gameplay with an art show - and was also the subject of a feature-length documentary by Forward Instinct created for backers and the general public.
- Handles production duties alongside being lead programmer, 3D artist, and art director for team of 5-10 individuals.
- Primary contact for company PR, also handles business duties and finances.

Savannah College of Art & Design

September 2014 – June 2016

Systems Support Specialist

Savannah, GA

- Troubleshoot problems with 700+ Linux, Mac, and Windows computers for SCAD's Montgomery Hall.
- Duties included regular rounds, servicing computers for faculty and students alike, and installing new hardware/software.

University of Georgia, Veterinary Educational Resource Center

June 2015 – August 2015

Programming and UI Intern

Athens, GA

- Developed three educational apps used by college, high school, and elementary students.
- Worked in Unity in C# for PC, Mobile, and AR platforms.
- Responsible for UI design, animation, and programming for all three apps.

EDUCATION

Savannah College of Art & Design

June, 2016

BFA, Interactive Design and Game Development

Savannah, GA

- Art and Academic Scholarship Recipient
- Dean's List 2012 - 2016
- Two separate games I designed and programmed were finalists in the end-of-year showcase, Entelechy

SKILLS & INTERESTS

- **Skills:** Game Design for PC, VR, AR, Kinect, and Mobile platforms, C#, Javascript, PHP, HTML, CSS, UI Design and Implementation, 3D Modeling, Texturing using Substance Painter, Photoshop, After Effects, Illustrator, Information Architecture, User Surveys and Testing, Graphic Design, Logo Design, Typography
- **Interests:** Music, gaming, design, architecture, storm chasing, fashion, live-action gaming, technology, comics, glitch/video/new media art, cassettes