

Daniel Silverstein (Danny Silvers)

Game Developer / Game Designer / Entrepreneur

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Description

Game developer, artist, and entrepreneur. Passionate about games, communities, and technology.

Education

Savannah College of Art and Design, Savannah, GA; *BFA Interactive Design and Game Development*; May 2009

Skills

Design

Tabletop and PC Game Design
Concept Development Documentation
Team Leadership & Logistics
Traditional Design Documentation
Systems Design
Rapid Systems Prototyping
AGILE
Game Jamming

Business Development

Business Planning
Project Direction & Budgeting
Event Planning
Consulting

Programming

GDScript (Learning)
ClickTeam Fusion Visual Programming
CSS
HTML
Razer Chroma RGB

Software

Godot 4 (Learning)
Blender (Learning)
DaVinci Resolve (Learning)
Adobe Creative Suite 6
Unity
HitFilm Express
ClickTeam Fusion 2.5+ Developer
Audacity
OBS Studio
Git
TortoiseSVN
Notepad++

Game Business

Steamworks
itch.io/Butler
Event Booth Management
Live Service Product Cycle
Live Service Event Design
Monetization
Public Relations

Web

Slack
Google Drive
Social Media Content Creation
Discord Community Management
Asana
Trello
GitHub
Wordpress
ChatGPT
Leonardo.ai

Other

Graphic Design
Public Speaking
Game Streaming (Twitch Affiliate)
Video Editing
Branding
Steam Deck Optimization

Experience

RatDog Games – Game Designer on *Gunnhildr*, Boston, MA

4/2019 – 1/2021

Marketing Producer and President of Operations, BostonFIG Fest, Cambridge, MA

4/2012 – 10/2014

Founder, Lantana Games, Boston, MA

11/2009 – Present

Awards

Accessibility and Inclusion Award

BostonFIG Fest Figgies Awards, 2022

Intel GameDev Boost Certification

March, 2022

NordicGame Discovery Contest, Qualifier

Spring 2022

MassDiGI Game Challenge Indie Finalist

2019

References Available Upon Request