

# Dan Fischbach

PRODUCTION • GAME DESIGN • CODE • [INTJ](#)

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(This résumé is interactive. Click on links to view examples of my work.)

## GAME DEVELOPMENT EXPERIENCE

**Island Officials, LLC**, Woodbury, NJ

Sep 2012 – Sep 2013

Project Lead (Part time, contract, Sep 2012 – Sep 2013)

[Frantic Frog](#) (Android, iOS) – Published title. Soft launch Jun 8, 2013. Released Aug 4, 2013.

- *Frantic Frog* is a casual, Unity 4-based mobile game for Android and iOS platforms
- Lead a small team of game developers through Production to release
- Created and maintained a detailed task list to allow team members to see the current status of the game
- Provided design, programming, art, and sound direction and support when needed
- Performed QA duties as needed

**SynapticSwitch, LLC**, Alamosa, CO

Aug 2011 – Oct 2014

Designer/QA (Remote, contract, Jun 2014 – Oct 2014)

[FireCell](#) (Windows 8/8.1 Phones/Tablets/PCs) – Published title. Originally released October 31st, 2013. Brought on for game re-release. (Rerelease date TBA)

- *FireCell* is a casual puzzle game for Windows 8/8.1 phones, tablets, and PCs made using VS2013, C#, and XAML
- Performed QA duties as needed

Lead Designer/Associate Producer (Remote, contract, Jan 2012 – Apr 2012)

[Wallet Wizard](#) (PC/Kinect) – Unpublished title.

- *Wallet Wizard* is a casual game developed over 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 (Remote, contract, Aug 2011 – Oct 2014)

[Mariner](#) (PC) – Title in development

- *Mariner* is a social/strategy game for the PC
- Updated & cleaned up project wiki with fresh information for team members
- Overhauled and organized game design document to more quickly ramp up new team members

**Colorado Game Coders, LLC**, Fort Collins, CO

Jan 2012 – Oct 2014

Game Designer/Scripter (Remote, contract, Jan 2012 – Oct 2014)

[Undisclosed Action/Adventure Unity Title](#) (PC) – Title in development

- Co-authored design document
- C# scripting in Unity

**Authorized Developer for the following Nintendo consoles**

- Wii U as of Jun 27, 2013
- 3DS as of Jul 9, 2013
- DS as of Aug 11, 2013

## STUDENT PROJECTS

**UCF | Florida Interactive Entertainment Academy (FIEA)**, Orlando FL

Aug 2008 – Dec 2009

User Experience

[Drifters](#) (PC) – Unpublished title. Multiple roles served.

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

### Designer

#### *Chain Game* (PC)

- *Chain Game* is 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* (PC) – Scripting, sound work
- *Spaceballs: The Game* (PC) – Level design, QA, scripting, sound work
- *Cage Fight* (PC) – Scheduling, scripting, sound work; Won “Most Innovative Input” award (RFID & Wacom tablet input)
- *Dick Squirrel: Private Investigator* (PC) – Dialogue & story development, QA, researching reference material
- *Chaos City* (PC/Web) – Game balancing, QA

### EDUCATION

**Masters of Science | UCF | Florida Interactive Entertainment Academy (FIEA)**, Orlando FL      **Aug 2008 – Dec 2009**  
Interactive Entertainment (Production), 3.675 GPA

**Bachelors of Science | New Jersey Institute of Technology (NJIT)**, Newark, NJ      **Aug 2004 – May 2008**  
Information Technology (Multimedia), 3.484 GPA (Cum Laude)

### ACCOMPLISHMENTS

Lifetime IGDA Member, IGDA GA SIG Co-Chair, Upsilon Pi Epsilon NHS Member, Microsoft Certified Professional, CompTIA Network+ Certified