

# Daniel Rapp

Technical Artist

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**Job Objective:** To work with a positive and innovative team that shapes and reinvents interactive entertainment.

**Education:** Luzerne College, Nanticoke, P.A. 2005-2007  
A.S. Degree, Computer Graphics Design  
DeVry University, Long Island City, N.Y. 1998-2000  
A.A.S. Degree, Electronics Technician

**Related Experience:** **Published work:** National Blood Sport (Lead design/Technical Artist/Coding)  
Mobsters (Coding/Technical Artist/Level Design)  
KumaWar2 (Coding/Technical Artist/Level Design)

**Work Experience:** **Kuma Reality Games, New York, New York 2007-2010**  
*Game Design Studio (Lanclan GP) Contracted, Lead Designer duties included:*  
*Skeletal mesh rigging/animation/UV/surfacing/game asset integration/*  
*Coding & Scripting weapon systems, motion mechanics, particles, UI/HUD*  
*Porting of all existing games to a new game engine code base (optimized for low-end)*  
*Re-organized and consolidated asset directory structure for Alien Brain/SVN*  
*Machinima creation using native and modified engine tools for ads and cut scenes*  
*Designed work pipelines for asset creation, environment optimization, testing/reiteration*  
*and generated data to track productivity and expose bottlenecks in design flaws*  
**Intel Corporation, Hudson, Massachusetts, 2000-2004**  
L2 Maintenance and L2 Process Technician and Area Coordinator  
*Managed and delegated team and shift priorities. Maintained and repaired Novellus*  
*Altus and Sequel toolsets (Dielectrics and Tungsten Depositions). Worked with*  
*Engineering teams to qualify toolsets for new product introductions and process*  
*changes. Used an array of metrology toolsets for quality control on a daily basis.*  
*Proficiency in QNX, Solaris/Unix, Novell Netware, Windows Server, Linux kernel.*

**Skills:**

Software: Microsoft Visual Studio  
Autodesk 3d Studio Max, Pixologic Zbrush  
Adobe Photoshop/Flash/Dreamweaver  
Sony Sound Forge, Gold Wave  
Adobe Premiere/After Effects  
Unreal Editor, Hammer, Radiant  
Unreal script, Unreal Kismet/Matinee/PHAT/Cascade/Material Editor

Hardware: Advanced Troubleshooting and Diagnostics of Circuits, Routers and Switches, Pneumatic systems and Power Supply Units. Utilize Schematics, Flow Charts and specifications for maintenance and repair of equipment. Advanced PC Troubleshooting and Repair. *Extensive knowledge of latest PC architecture and software. Able to Budget game assets and optimize resources for cross platforms.*

Fine Art: Illustration, Drafting, Airbrushing, Painting, Storyboarding

**References:** Available upon request.