

# DAN WOLFE

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## EDUCATION

M.A., 2009, Immersive Mediated Environments, Telecommunications – Indiana University, Bloomington, IN.

B.A., 2004, Mathematics, minor in Computer Science – Indiana University, Bloomington, IN.

## AREAS OF EXPERTISE AND INTEREST

Game design documentation, indie game development, gaming history, game engines (Unity, Torque 2D, Pygame, FlatRedBall), Adobe Flex and Flash, graphic design, web design, e-learning tools, and programming (Actionscript, C#, CSS, Java, Javascript, Python, (X)HTML).

## EMPLOYMENT HISTORY

7/2007 – Present Webmaster – Goshen Community Schools, Goshen, IN.

4/2006 – 6/2007 Interactive Media Designer – Option Six, Bloomington, IN.

5/2005 – 8/2005 Digital Archive Intern – Kinsey Institute for Gender & Sexuality Research, Indiana University, Bloomington, IN.

8/2004 – 5/2006 Associate Instructor, Telecommunications Department – Indiana University, Bloomington, IN.

## ACADEMIC WRITING *(Available for download on personal webpage or in print by request.)*

- 2009 Make<sup>2</sup>: A Comparative Analysis of Game Engines for Independent Game Developers – Graduate thesis research project. Comparison of game engine capabilities and how to achieve goals outlined in a game design document.
- 2005 Casual/Independent Gaming Presentation – Guest lecture materials for Telecommunications T101 course.
- 2005 PacMEL Tutorial – How to create a simple Pacman game using MEL scripting in Maya.
- 2005 Videogames as Learning Tools – Literature review related to children and the media.
- 2004 Creating Compelling Artificial Intelligence in Games – Research paper examining different A.I. methods.

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## **MULTIMEDIA** (*Available for download on personal webpage.*)

Asteroid Run 2 – Created for the Unity Dashboard Widget Challenge. It was a featured download on apple.com and also featured on the cover disc of MacCreative magazine issue 6.

Rollin' – Developed with an early version of the Unity game engine. Rollin' and Asteroid Run had a combined total of over 1 million downloads in a two year period.

Stink vs. Cycloptic Alien Space Monsters – Small side-scrolling platformer game created part of the Make<sup>2</sup> thesis project. Flash/Flex and Torque 2D versions are available.

Hell Invades Mars - A fast paced arcade style game with 5 difficulty levels. Save Mars from attacking demons by crushing them between movable blocks. The game is an homage to Beast (DOS, 1984).

Gunpei Mania - A simple space shooter game with graphics that are meant to invoke the impression of the greenish grays of the original Gameboy screen. Technically twice as many colors were used in Gunpei Mania than were available to a real Gameboy, but hey it's artistic license. The gameplay is inspired by the Atari 2600 classic Megamania

## **PRESS**

Hyde, L. (2006, February 16). Game for a Grade. *Indiana Daily Student*. Retrieved from: <https://www.idsnews.com/news/story.aspx?id=45811>.

Asteroid Run. *MacCreative*. Vol. 1 Issue 6 Cover Disc.

## **ACADEMIC HONORS**

2003 Phi Beta Kappa, Indiana University, Bloomington, IN.

1999 Beta Gamma Sigma, Indiana University South Bend, South Bend, IN.

## **REFERENCES AVAILABLE UPON REQUEST**