

DANIEL BRYNER

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EDUCATION

Carnegie Mellon University, Masters of Entertainment Technology
Pittsburgh, PA, May 2007

Washington & Jefferson College, Bachelor of Arts in Information Technology
Washington, PA, May 2004

EXPERIENCE

Crystal Dynamics – Designer, Scripter

Oct 2007 – Present

- Worked in multiple design capacities through 5 projects using Maya and level editing tools
- Designed levels, systems, puzzles, combat, cameras, and game objects
- Implemented all supporting gameplay script using a proprietary scripting language
- Shipped Titles: *Tomb Raider Underworld*, *Beneath the Ashes*, *Lara's Shadow*, *Lara Croft and the Guardian of Light*

Bay Area Game Jam – Designer, Scripter

May 2009 & May 2010

- Led a small team in a 24-hour game development competition
- Designed and scripted games using the Wild Pockets engine and Lua scripting language
- Consecutive Grand Prize Awards: 2009 & 2010

Polarity – Designer

Jan 2007 – May 2007

- Led a small team of graduate students to create *Polarity*, a puzzle/platforming game for the PC
- Developed core gameplay systems, planned and implemented level design, balanced gameplay variables, tuned difficulty, executed design iteration from playtesting feedback
- 2008 PAX 10 Winner, 2008 IGF Student Showcase Winner, 2008 Indiecade Official Selection

Disney Interactive Studios – Creative Development Associate (graduate school)

Jun 2006 - Dec 2006

- Worked within the Creative Development Department to develop new videogame concepts
- Created and maintained game design documents
- Developed presentations, animatics, trailers, and other concept pitch material

VisionQuest 20/20 Videogame – Designer (graduate school)

Jan 2006 - May 2006

- Created a short, simple videogame to screen schoolchildren for eye conditions
- Designed game structure; implemented code and art assets in Flash/ActionScript

Building Virtual Worlds – Designer (graduate school)

Sept 2005 - Dec 2005

- Worked in small interdisciplinary teams for rapid two-week project cycles
- Created 5 virtual worlds/games for assorted development platforms

APPLICATIONS

- **Development:** Maya, Perforce, Test Track Pro, Microsoft Office Suite
- **Level editing:** Crystal Dynamics' proprietary editor, Panda3D, Wild Pockets
- **Gameplay scripting:** Crystal Dynamics' proprietary language, Python, Lua

OTHER

- **Credits:** *Lara Croft and the Guardian of Light* (XBLA), *Tomb Raider Underworld* (Xbox 360), *Beneath the Ashes & Lara's Shadow* (Xbox 360 DLC), *Polarity* (PC), *Cement Tower* (PC)
- **Awards:** 2010 Bay Area Game Jam Grand Prize Winner, 2009 Bay Area Game Jam Grand Prize Winner, 2008 PAX 10 Winner, 2008 IGF Student Showcase Winner, 2008 Indiecade Official Selection
- **Jury Panels:** 2010 International Festival of Independent Games