

# DANIEL BRYNER

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## EDUCATION

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**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

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### Sanzaru Games – Designer, Scripter

Oct 2010 – Present

- Sly Cooper: Thieves in Time (PS3 2012)

### Crystal Dynamics – Designer, Scripter

Oct 2007 – Sept 2010

- 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

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

## APPLICATIONS

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

## OTHER

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- **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, 2011 International Festival of Independent Games