

# DANIEL SELVIA

## DESIGNER

### CONTACT

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[LinkedIn Profile](#)

Portfolio:

<https://www.danielselvia.com/>

### EDUCATION

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University of Central Florida  
Bachelor of Arts  
Digital Media – Game Design

### BACKGROUND

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#### SOFTWARE

Hansoft  
Jira  
Unity Game Engine  
Unreal Engine 4  
Visual Studios (Team Services)  
Microsoft SQL Server Manager  
Azure Cloud Database  
VT Builder  
World Machine  
Photoshop, Illustrator, Premiere,

#### PROGRAMMING EXPERIENCE

C, C#, C++

#### LEADERSHIP POSITIONS

Buddy Volunteer –  
Best Buddies Central Florida,  
Vice President –  
Pi Kappa Phi Fraternity (UCF),  
Highschool Student Body President  
& Football Captain

#### VOLUNTEER WORK

Best Buddies Central Florida  
The Ability Experience

### EXPERIENCE

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Lucerna Studios – April 2018 – August 2018

Project Manager / Lead Designer

- ❖ Designed Gameplay systems around a SaaS model
- ❖ Prioritized and delegated tasks based on set milestone dates
- ❖ Implemented Agile methodology with development team
- ❖ Handled all documentation for the technical aspects, gameplay systems, and bug testing
- ❖ Scripted multiple systems in C#
- ❖ Designed curriculum lessons based on CPALMS Standards
- ❖ Designed and created levels and landscapes
- ❖ Started as internship and hired on full time

Study Game Studios – Aug 2017 – Present

Creative Director / Lead Designer / Producer

- ❖ Led a team of students through a 16 week development period on an educational strategy game with four distinct game modes
- ❖ Developed Chronicles of Egypt, a 3D educational strategy game, in Unreal Engine 4
- ❖ Handled project backlog through iterative milestones
- ❖ Prioritization and assignment of tasks
- ❖ Communicated effectively across teams of varying skillsets
- ❖ Designed and implemented UI/UX assets and animations
- ❖ Created Sound Effects and Particle Effects
- ❖ Designed maps and levels using a custom hex tile generator
- ❖ Handled documentation including a Game Design Document, Art Style Guide, and a Technical Design Document

Meteor Men Studios - May 2017 – Aug 2017

Lead Producer / Designer / Programmer

- ❖ Managed development of Star Struck, a 3D endless runner published on the Google Play Store for Android devices
- ❖ Created and maintains a high score database using Microsoft Azure Cloud Database and Microsoft SQL Server Manager
- ❖ Responsible for backlog management using Agile Principles
- ❖ Utilized a Kanban board for user story and task tracking
- ❖ Developed and Designed Menu Systems and UI/UX systems
- ❖ Lead team in multiple stand-ups a week
- ❖ Conducted sprint retrospectives following each milestone