

Dan Steinmetz

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SUMMARY:

- Motivated, hardworking game design student with strengths in maps and environmental design, character design, and narrative design
 - Plenty of experience both leading and working in groups of different disciplines
 - Passionate creator of artistic content outside of a scholarly capacity including fictional writing, illustration, and comics
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EDUCATION:

Columbia College Chicago, Chicago, Illinois
Bachelor of Arts degree anticipated May 2020
Cumulative GPA: 3.2
Major: Game Design & Development

Century College, White Bear Lake, Minnesota
Three full semesters and multiple summer semester credits completed before transferring to Columbia College Chicago
Fall 2015 - Summer 2019

University of Wisconsin Stout, Menomonie, Wisconsin
One semester completed before transferring to Century College
Fall 2016

EXTRACURRICULARS:

AlphaLab president

Game design and development workshopping club

- Elected spring 2019
- Leading workshops and game jams and organizing events from fall 2019 - spring 2020

AlphaLab member

Game design and development workshopping club

- Participation in three game jams as one of several leading designers from fall 2017 - spring 2019

Cult Cinema Club member

Cult or underappreciated film viewing and discussion club

The Art House member

Arthouse or art film viewing and discussion club

AWARDS AND ACHIEVEMENTS:

- E3 College Game Competition Finalist: *Kakkate Koi Yo!* June 2019
 - Rewarded for being a member of the QA team
- Dean's List at Columbia College Chicago Spring 2019
- Dean's List at Century College Spring 2017
- Phi Theta Kappa member since Spring 2017

WORK EXPERIENCE:**North House Folk School**, Grand Marais, Minnesota

Week-long work study program, summer 2019

- Manual labor
- Landscaping work

Democratic Farm Labor Party, Minneapolis, Minnesota

Volunteer during summer 2014

- Canvassing
- Helping people register to vote