

# Daniel DiLallo

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## ADDRESS

St Augustine, FL 32095  
USA



## ABOUT ME

Driven to develop and deliver powerfully immersive content to the masses. I'm always exploring and understanding new technology and how it can evolve the story telling process. I enjoy working closely with my team and clients and working cross teams to come up with new fresh ways to enhance digital content in order to better serve our users and increase their engagement, retention and their support for the products I am part of.



## SKILLS

UE5

HAPTICS

GAME DESIGN

AUDIO DESIGN

FILM DIRECTING

QUALITY ASSURANCE

USER DESIGN

## WORK



### CCO / Creative Director

*MODEMETA*

Jan 2016  
Present

- XR development for business training applications with UE4
- VR/AR development business/Product training applications
- Deploy, design, optimize & produce VR & AR content
- Produce Mixed Reality content, working with haptics, wearable tech, design Ai systems within VR experiences



### Mixed Reality Developer

*3xstudios*

Nov 2012  
Jan 2016

- Design & develop VR/AR experiences for global brands & artists using the unreal engine
- Design & implement advance Ai driven video rendering systems for dynamic, interactive video content in unreal
- Design & implement multimedia applications on Gear VR, Oculus Go, Google Cardboard & many other VR/AR devices



### Lead Game Designer

*Activision*

Dec 2006  
May 2011

- Mission design, audio design, tool programming, UX design on Guitar Hero & Spyro Skylanders
- Prototyping with unreal for Call Of Duty, Guitar Hero, Multiple MARVEL titles



### Course Instructor

*Mildred Elley*

Dec 2008  
Dec 2010

- Taught game design & rapid prototyping course using the unreal engine



### Quality Assurance Lead

*Acclaim Entertainment*

Sept 1999  
October 2001

- User testing, trouble shooting, reviewing, communications

## EDUCATION



### BACHELOR OF COMPUTER SCIENCE

*FULLSAIL UNIVERSITY*

Oct 2004  
Dec 2006

- Director's Award - Public Speaking
- Director's Award - Programming 2
- Director's Award - Final Project
- **Recipient of the \*Advanced Achievement Award**

### ASSOCIATES OF COMMUNICATIONS

*WCC*

Nov 2002  
Feb 2004

- Film, radio and multimedia productions focus
- Director of video productions group
- News and Journalism team lead
- Project Manager on Video productions Final project
- College Radio personality / DJ



## HOBBIES

Coding – MMA – Film – Community Outreach

*References provided upon request*