

Daniel DiLallo

5167291822

danieldilallo1@gmail.com

www.danieldilallo.com



ADDRESS

79 Beam LN, St Augustine,
FL 32095 USA



ABOUT ME

Passionately Driven to create the best & most powerfully immersive Virtual & Augmented Reality experiences.

20+ years experience in game development and film productions. Worked on several triple A titles including Guitar hero which earned critical acclaim and winning many awards from major video game publications, and is considered one of the most influential games of the first decade of the 21st century and has earned more than \$2 billion in sales is well known.

My last efforts inside Activision's Innovation lab up in Albany New York at Vicarious Vision's studio can be seen in the latest iteration of the Guitar hero franchise "Guitar Hero Live". Where I lead development on the initial prototypes for the re-branding of the Guitar hero IP and created it to be a first person realistic game that combined live crowd Cinematics with built in crowd AI where the video crowds would react differently based on the user's performance. My passion is combining film with the interactivity of a game and making virtual experiences come to life.



SKILLS

UNREAL

HAPTICS

VR DEV

AR DEV

UX DESIGN

QUALITY ASSURANCE

C/C++

Adobe

Project Management

WORK



Director of Game Design/UX

MODEVR

Present
Dec 2017

- Work closely with music & creative artists, producers, managers, marketers, engineers and designers to Develop ground breaking VR/AR experiences
- Design & focus on user engagement, retention and monetization systems



Director of Game Design

3xstudios

Nov 2013
Jan 2018

- Design & develop VR/AR experiences for global brands & Music artists
- Design & implement advance video rendering systems
- Broadcast Live video experiences and build applications & technology to support live broadcasts

ACTIVISION



Lead Designer

Activision

Dec 2006
May 2011

- Manage other designers, audio designers, tool programmers, UX designers and engineers on Guitar Hero, Spyro Skylanders, MARVEL, Call Of Duty, James Bond, Transformers and several more Activision titles



Course Instructor

Mildred Elley

Dec 2008
Dec 2010

- Taught game design & rapid prototyping courses



Quality Assurance Lead

Acclaim Entertainment

Sept 1999
October 2001

- Manage user testing, bug reporting, trouble shooting,
- Communicate your data to cross-functional stakeholders

BACHELOR OF COMPUTER ENGINEERING

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



HOBBIES

Concerts . Coding . MMA . Films . Health Studies . Music video directing & editing

References provided upon request