

DARIAN GRANT

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PORTFOLIO:

WWW.DARIANGRANT.COM

All of the projects discussed on my resume can be found here

WORK EXPERIENCE:

VIDEO GAME DESIGNER

Electronic Arts Canada
Currently Employed

- Currently working on FIFA 11 for the Xbox 360 and PS3 as an assistant Game Designer and Producer

VIDEO GAME DESIGNER

Electronic Arts Canada
Jan. 2009 - Sept. 2009

Perforce
HAL
InDesign
Photoshop
Dreamweaver
DevTrack
Attribulator
Visio

- Worked on FIFA 10 for the Wii as an assistant Game Designer.
- Wrote the design documents for several of the game modes and features
- Conceptualized the screens for all of my design documents
- Communicated my designs to the rest of the development team
- Followed through with meetings and reviews until my designs were implemented in game and signed off by our Line Producer
- In charge of planning our user testing sessions, analyzing the feedback and readjusting our designs accordingly
- Was in charge of the ESRB submission packet
- Was delegated several other Production tasks such as entering HAL strings, assigning and shipping bugs, and addressing the concerns and questions from our Localization department

PROJECT EXPERIENCE:

VIDEO GAME DESIGN

- Created multiple video games from start to finish
- Designed the levels for each game
- Created a few of the levels using Flash and Maya 3D
- Wrote the Game Design Documents for each game
- Served as project lead on each game
- Designed the concept, game mechanics, and menu systems for each game
- Ran QA testing sessions and focus groups with our target audience to incorporate user feedback

PROJECT EXPERIENCE (CONT'D):

3D ANIMATION

Maya
Modeling/Texturing
Animation
Lighting
Particle Effects
Rendering

- Created several animated short films using Autodesk Maya
- Gained experience with all stages of creating a 3D film
- Served as project lead on each film
- Gained experience working in teams, organizing meetings, creating milestones, and compiling our project together
- Two of our films were selected as class examples for quality work and are now demonstrated to new classes

VIDEO EDITING

Final Cut Pro
Adobe Premiere Pro
Vegas Video
After Effects
Encore DVD
DVD Studio Pro
Photoshop

- Created dozens of digital films from start to finish, including story boards, filming, lighting, editing, compositing and authoring
- Created and produced a tribute DVD for the entire cast of a musical theatre company in Calgary. The finished product had over 5 hours of edited footage, including interviews, documentaries, montage footage, and footage of the entire show
- Created a few films that have been encouraged by our professors to enter into the VFS film festival and were showcased under the year's best projects at SFU

OTHER

[Link to Portfolio](#)

- Designed and created several other projects that can be found on my portfolio

EDUCATION:

BSC. USER INTERACTION

Simon Fraser University

- Graduated from SFU with a Bachelor of Science in Interactive Arts and Technology (User Interaction)
- In this program, we learn how to use the latest multi media programs to create user-focused interactive projects
- Completed numerous projects involving user evaluations and testing user feedback, analysis, design and conceptualization, and quality assurance
- Completed a wide variety of projects, ranging from creating Video Games to hardwiring and programming sensors, to video and audio editing

HIGHLIGHTS:

- Well organized, passionate about project management
- Able to learn new programs and techniques quickly and efficiently
- Fluent in French
- Leadership and responsibility skills, customer service skills, the ability to work under deadlines, organizational skills, can take direction and feedback professionally