

# Daniel Savage

Senior Technical Designer | <https://danbolt.github.io/>

Game developer, designer, and programmer living in Vancouver, Canada.  
Interested in scripting, workflows, and developer ergonomics.

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## Work Experience

### Treyarch

Senior Technical Designer | 2023 - Present

- Implementing new gameplay weapons and equipment
- Adjusting game elements according to specification
- Working in an interdisciplinary team, accommodating needs from various stakeholders

### Blackbird Interactive Inc.

Technical Designer | 2018 - 2023

- Designed scenarios according to vision of the game director
- Implemented gameplay elements according to specification
- Procedural level design, playtesting, and iteration
- Implemented text-based scripting system for designers

### SkyBox Labs Inc.

Junior Software Engineer | 2016 - 2018

- Updated legacy UI elements for Xbox Live Certification
- Implemented script bindings for AI and map designers
- Exposed functionality for user-generated scenarios

### Electronic Arts Canada

Associate Software Engineer - Co-op | 2014

- Developed and maintained UI tools for designers
- Implemented layout algorithms for game screens
- Assisted game teams with updates and integration

### FrostTree Games

Game Developer | 2011 - 2013

- Organized a game-making club with classmates
- Self-published projects on Xbox Live Indie Games
- Designed game mechanics and levels

## Education

### University of Victoria

Bachelor's of Science (Computer Science)  
Computer Graphics Focus  
Graduated 2015

## Achievements

JLPT N5 (December 2023)

Indiepocalypse Magazine #46 - Original Commission  
N64Brew Game Jam 2021 - First Place

## Selected Games Developed

### Minecraft Legends

Nintendo Switch, PlayStation, Xbox and PC

### Boils, Otters, Valor and Death

Windows, macOS, and Linux

### Rise of Nations: Extended Edition

Xbox PC, Steam

### Age of Empires II: Rise of the Rajas

Steam

### Wizard of the Board

Nintendo 64

### Halo 5: Forge

Xbox PC, Xbox

### Spectres of the Cold

Windows, macOS, Linux

## Software and Applications

Unity	Lua
Godot	JavaScript
TrenchBroom	Perforce

## Skills

Level Design	Design Specification
Encounter Design	Text-based Scripting
Greyboxing	Designer Workflows

References available upon request | [dansvg@gmail.com](mailto:dansvg@gmail.com) | +1 236-999-7277