

# Daniel Martin

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(530) 798-3784

## Experience

### Producer | Hidden Harmony (PC Game) | Nov. 2018 - Present

- Organized and facilitated meetings with thirteen team members across art, sound, design, and code.
- Distributed tasks relevant to scope within a short six month deadline
- Maintained a tasklist and spreadsheet with short and long-term goals through weekly checkups on progress
- Utilized a combination of Agile Scrum and Waterfall methodologies to organize the project via Jira
- Resolved personal issues and disputes between team members
- Created a developmental pipeline utilizing a concept → Blender → Unity workflow

### Shift Manager | Starbucks | Aug. 2019 - Present

- Promoted to shift manager within three months of employment
- Manage time between multiple tasks of varying priority
- Maintain a customer-first perspective, while still addressing the needs of the team
- Keep composure in a fast paced and high stress environment

### Arts House Manager | Arts Events Office, UCSC | Sept. 2018 - Jun. 2019

- Responsible for understanding and enforcing safety procedures
- Ensured patron satisfaction and handled any complaints
- Filed reports to the department and my direct supervisors
- Communicated with a team of Ushers in order to make certain the event ran smoothly

### Arts Ticketing Manager | Arts Events Office, UCSC | Jan. 2017 - Jun. 2019

## Education

### University of California, Santa Cruz | Santa Cruz, CA

B.A. Art and Design: Games and Playable Media | 2019

### Sierra College | Grass Valley, CA

A.A. Natural Sciences | 2015