

DANNY RANKIN

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Education

MS Creative Technologies & Design

University of Colorado, Boulder // 2017

BA Environmental Studies

University of Colorado, Boulder // 2015

Minor: *Technology, Arts and Media*

Honors: *Suma Cum Laude*

Thesis: *Opening Agriculture: Alternative Technological Strategies for Sustainable Farming*

Experience

Teaching Assistant Professor, ATLAS Institute

University of Colorado Boulder // 2015-Present

- Teaches classes ranging in form from large lectures to small studios; topics include graphic design, design theory, 3D modeling, industrial design, material fabrication, game design and physical computing.

Farmer, Jacob Springs Farm

Boulder, CO // 2014-2018

- Farming, including but not limited to: care for chickens, ducks, pigs, sheep, goats, and cows (from birth to butcher); planting, cultivating and harvesting field crops; operating and maintaining heavy equipment; building design & construction; giving tours and training volunteers.

Creative, Apple Inc.

Boulder, CO // 2009-2016

- Delivered specialized software training on Apple applications ranging from introductory computing basics to professional photo, video and audio editing classes. Facilitated learning in both one-on-one and group settings.

Music Instructor, Music In Motion

Augusta, GA // 2007-2009

- Taught one-on-one piano, bass and guitar lessons to as many as 40 students per week, ranging in age from 5 to 65.

Cryptologic Linguist, United States Air Force

Fort Gordon, GA // 2002-2008

- Supervised a 25+ member crew of linguists in a live, tactical environment on the Air Force Distributed Common Ground System, a \$77 million dollar weapons platform. Spent one year (2005) playing bass for the USAF band "Tops In Blue", performing for over 200,000 service members and civilians in 26 countries.

University Service

WHAAAT!?! Lab/Festival (2018-Present)

- Director of a game design studio laboratory in the ATLAS Institute, and organizer for the WHAAAT!?! Festival for experimental games & interactions, which hosted its fifth-annual event in November 2022.

ATLAS Blow Things Up Lab (2015-Present)

- Training, teaching and mentoring members of the BTU Lab hackerspace, managing the tool room, facilitating laser cutting and maintaining equipment.

Courses Taught

- *Text*- Introduction to graphic design and typographic layout (lecture/recitation)
- *Material*- Introduction to physical fabrication and material science (studio/seminar)
- *Interface Aesthetics*- Intermediate user-interface design and design aesthetics (seminar)
- *Form*- Intro to product design, CAD modeling, and 3D printing/laser cutting (seminar)
- *Design Foundations*- Introduction to design methods and practice (lecture/recitation)
- *Game Design*- Fundamentals of designing games and playful experiences (seminar)
- *Tiny Games*- Game design & development studio course emphasizing working within technical constraints
- *Alternative Arcade Interfaces*- Fabrication studio course focusing on experimental and alternative game controller creation
- *Capstone Projects*- Undergraduate creative technology thesis projects (studio)

Select Work/Talks

- *Number Cruncher (2021)*, experimental interface arcade game, selected for alt.ctrl.GDC 2022 [Concept, Hardware, Programming]
- *Talk Like a Brand: The Art of Counterfeit Design (2019)*, [public talk] TEDxMileHigh Imagine
- *Buy! Sell! (2019)*, experimental interface arcade game, selected for alt.ctrl.GDC 2020 [Concept/Hardware]
- *Ravine (2017)*, co-operative wilderness survival card game, successfully Kickstarted w/over \$315K [Creator]
- *Busy Work (2017)*, immersive office simulation arcade game, IndieCade 2017 Critic's Choice winner [Hardware Designer]
- *Please Hold (2018)*, interactive audio experience using modified vintage telephones [Concept/Hardware Design]
- *The Tactile Web (2017)*, physical installation pieces to illustrate digital concepts; [MS Thesis Presentation]
- *Quantified Self (2015)*, immersive theater experience built around use of participant's personal data, recipient of a Knight Foundation Grant [Production Designer]

Skills

Software: Adobe Illustrator, Adobe Xd, Adobe Photoshop, Adobe Indesign, Rhinoceros, Grasshopper, Unity, Arduino, Processing, Ableton, Logic Pro, Final Cut Pro, Motion, Xcode

Languages: HTML/CSS, Javascript, C#, Lua

Other: Bass, butchery, beards, driving, Farsi, fabrication, piano, pizza, physical computing, synthesizers, welding, woodworking.