

DANNY RANKIN

danny.rankin@colorado.edu

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

Instructor, ATLAS Institute

University of Colorado Boulder // 2015-Present

- Teaches classes ranging 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, sheeps, 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

ATLAS Blow Things Up Lab (2015-Present)

- Training, teaching and mentoring members of the BTU Lab hackerspace, as well as maintaining equipment, installing exhibits, giving tours, coordinating events and creating training materials.

Free Range Plastics (2017-Present)

- Faculty sponsor for a CU student organization that builds machines that recycle local plastic waste into useful objects, and uses these machines to help build community awareness around recycling. Formed out of a studio course taught in Fall 2017.

WHAAAT!? Lab/Festival (2018-Present)

- Co-director of a game development laboratory in the ATLAS Institute, and co-chair for the WHAAAT!? Festival for games and experimental interactions, which took place in September of 2018.

Select Projects

- *Ravine (2017)*, co-operative wilderness survival card game, successfully Kickstarted with 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 Photoshop, Adobe Indesign, Rhinoceros, Grasshopper, Unity, Arduino, Processing, Ableton, Logic Pro*, Final Cut Pro*, Motion*, Xcode
(*Apple Certified Trainer)

Languages: HTML/CSS, Javascript, Swift, C++

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