

DANNY MASTRANGELO

Game Developer | Web Developer | Multimedia Artist



✉ wave@dannymastrangelo.com

📍 Los Angeles, CA

Skills

Game Development



Web Development



Multimedia



Education

Santa Clara University

Bachelor of Arts - Theatre Arts

GameDev.TV

Godot, Unity, Blender3D

GDQuest

Godot

CGBoost

Blender3D

CGCookie

Blender3D

Coloso Global

Photoshop, ClipStudioPaint, Procreate, Blender3D

ThinkSpace Education

Music Production & Composition

About Me

I create fun and engaging works across the web, games, fiction, music, and 2D/3D art & animation, with the goal of bringing joy and creativity to others through immersive and captivating experiences.

Work Experience

Silhouette Games (2021-Present) - Owner/Solo Developer

Lead development, marketing, and media production for indie games, including the Ludum Dare 29 entry NOPE (ranked 7th in Humor, 36th in Fun among 1000+ entries and featured as Editor's Pick on indiegames.com). Create expert pixel art and animations, managing visual design across all projects. Maintain budgets, guide marketing and user acquisition strategies, and lead social media content across platforms. Develop games with C#, GDScript, Lua, ActionScript 3, and GML, with additional expertise in music production and sound design using FL Studio, FamiTracker, and Adobe Audition.

Current Project: *Drop Down Dungeon (2024)*

Upcoming Project: *Trail of the Damned (2025)*

Past Project: *The Adventures of Video Gale (2022)* [Commissioned Work]

City of Burbank, CA (2016-2021) - HR Tech I, Executive Assistant to City Council, City Web Content Manager

Led design meetings, created city web pages, and trained department liaisons for the 2021 launch of the new Burbank website. Composed original music for city videos and DC Comics properties, designed multimedia content for publications, edited video, and provided high-level document proofreading. Applied skills in web design, multimedia content creation, and project management across city initiatives to enhance public information and accessibility.

Kojima Productions - Los Angeles (2015) - QA/Dev Support

Gained hands-on experience with Autodesk Maya and the FOX Engine, focusing on bug identification and environment art issues across multiple platforms. Regularly participated in design pitch meetings for future titles, contributing insights for potential gameplay and design improvements.

Projects Included: *Metal Gear Solid V: The Phantom Pain - Metal Gear Online 3 (2015)*

Insomniac Games (2014-2015) - Quality Assurance/Sunset Contributor

Focused on testing in-game challenges and achievement systems, providing feedback to refine gameplay balance and improve player experience. Supported QA documentation throughout testing and was actively involved in both main game and DLC content, ensuring consistent quality across releases.

Projects Included: *Sunset Overdrive (2014)*

Square Enix (2008-2013) - QA Analyst, Asst. QA Coordinator, Asst. QA Administrator

Administered quality assurance and localization processes in a AAA environment for high-profile projects, including *Final Fantasy XIV - A Realm Reborn*, *Kingdom Hearts: Birth by Sleep*, and *Final Fantasy XIII*, progressing from QA Analyst to Assistant QA Administrator. Oversaw game localization from Japanese to ensure quality and cultural relevance for Western audiences. Implemented testing strategies, coordinated multi-phase QA for releases, and conducted issue triage to ensure performance, gameplay quality, and technical stability. Provided team leadership, technical direction, and cross-departmental collaboration, driving project goals for globally recognized titles on demanding schedules.

Projects Included: *Final Fantasy XIV - A Realm Reborn (2012)*, *Quantum Conundrum (2012)*, *Scary Girl (2012)*, *Project Dropship (2011)* [Unreleased], *Kingdom Hearts: Birth by Sleep (2010)*, *Final Fantasy XIII (2009)*, *Final Fantasy XI (2009-2013)*, *Valkyrie Profile: Covenant of the Plume (2008)*, *Star Ocean: Second Evolution (2008)*, *Star Ocean: First Departure (2008)*