Peter A. Van Dyke

546 N Ave 54
Los Angeles, CA 90042

707.477.0288
pvandyke@gmail.com
omgpvd.com

PROFILE

I recently received my MFA in Interactive Media. I am interested in experience and mechanic design for video games, social and communication network design, and mobile computing design. I have extensive technical knowledge with which to balance significant creative design and production experience, and a strong history in formal communication and writing.

EXPERIENCE

Research Assistant @ The Institute for Creative Technologies (RA) — June 2009-August 2009

I worked in an off-campus prototyping lab doing 2d multitouch gestural interface research using the Microsoft Surface. I designed a touch interface for a low-pass filter, a 2d sandbox to do gestural research, and assisted in networking the surface to a mocap/HMD setup to allow for off-site environment manipulation during an HMD simulation.

TA @The Institute for Multimedia Literacy, USC (full tuition/stipend) — January 2009-May 2009

As a teaching assistant for the Institute for Multimedia Literacy, I taught students across the college about media literacy as well as various visual/audio communication skills such as filmmaking & editing, powerpoint, podcasting, and sound design.

Assistant Producer, EA Los Angeles — May 2008-January 2009 (Intern, Part-time Producer)

As an assistant producer, I did research and assisted in the design of community and social aspects of what became CnC 4. My responsibilities treaded the line between production and design - I sat in on mechanic/economy design meetings, assisted with product scope and organization, championing important overlooked aspects of social/community design, and helped to design a metrics framework for EA. Originally a summer internship, I was retained until my TAship began in January of 2010.

TA/SA - Game Design, USC IMD (CTIN488) — Fall 2007-Spring 2010

488 focuses on mechanic and feature design for electronic and paper prototypes and preparing students for the larger media industry. I graded, critiqued, and ran class for each of these positions.

Paid Game Design Intern, USC Institute for Creative Technologies, Marina Del Rey — Summer 2007

At ICT I laid the design groundwork for the UrbanSIM project, helping to create the underlying social system on which the final product is based. I also designed the player and network visualization interfaces used by the game in its early stages. I also created a second game designed to incite players to work together. Playtests proved that designs were successful (and fun).

EDUCATION

University of Southern California School of Cinematic Arts - Interactive Media Division
MFA, Interactive Media (Social, Communication, Narrative, and Game Design Theory, Systems & Community Design, Cinema)

University of Southern California School of Cinematic Arts - Interactive Media Division
BA, Interactive Entertainment (Systems Design)
2 Years of Study towards BS, Electrical Engineering

SKILLS

CINEMATIC ARTS (VIDEO GAMES, FILM)

My thesis project, Juliette, was an exploration of narrative and player/game character through design. I've also done a significant amount of pure mechanic design for a number of projects, including Spectre, a USC 2009 MFA Thesis Project, and for Scatter, an experimental game I designed entirely. I've taken additional project prototypes from paper to digital, and I've provided design assistance for a large number of projects informally during my time in the Interactive Media program at USC. In film, I've done set design and composition, directing, editing, writing, and cinematography on several student projects. As a semi-professional photographer, I shooting concerts, events, and also publicity photos for bands. Please see my creative portfolio for current and past creative projects; additional materials are available upon request.

COMMUNICATION/CULTURE

I have excellent communication and writing skills and have done both professional and informal writing, including two blogs (creative and music). I help to administer a local art collective called Heard of Elephants (.net). I am very current with the music and film industries, and truly believe that in order to create meaningful media one must first have a strong understanding of both influential and niche prior art across all mediums. I know some French.

References available upon request.