

Daniel J. Silber

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Art Director | Communications Specialist | Game Developer

Results-driven Game Developer and with extensive experience in project management, team development, and interactive media. Adept at leading cross-functional teams, managing production pipelines, and delivering high-quality content on time. Skilled in Agile methodologies, UI/UX production, and stakeholder communication.

Experience

Visual Communications Project Manager | NIH Clinical Center (2020 – Present)

- Led production of the *Treasure Tour* video game app in collaboration with Breakaway Games to enhance pediatric patient onboarding.
- Managed production pipelines for multimedia content, including video, motion graphics, and print materials.
- Coordinated project roadmaps, sprint planning, and backlog grooming with cross-functional teams.
- Directed content updates for digital signage across 40+ hospital displays, ensuring timely and accurate messaging.
- Spearheaded UI/UX improvements in hospital communications materials and digital platforms.

Graphics & Media Specialist | GP Strategies (2012 – 2018)

- Led interactive e-learning course development, working with geographically distributed teams.
- Managed UI/UX design and implementation for digital training modules.
- Built interactive content using Unity, Unreal, and HTML5, optimizing user engagement.
- Created localization strategies for international course deployment.

Senior Graphic Media Specialist | Concept Solutions (2007 – 2012)

- Produced 3D animations and graphics for FAA's NextGen air traffic control initiative.
- Collaborated with engineers and designers to create interactive media presentation for the Smithsonian Air and Space museum.

Lead Game Artist / Animator | Handheld Games LLC (2005 – 2007)

- Created UI/UX assets and animations for roughly a dozen licensed video game titles (Disney, Pixar, Marvel, Nickelodeon) for Nintendo DS, GBA, and other platforms.
- Led art direction for *Vmigo Spider-Man* and contributed to multiple game projects.

Skills & Tools

Production & Content Creation: Adobe Creative Suite (Photoshop, Illustrator, Premiere, After Effects, others), Autodesk Maya, Cosmigo Promotion,

Development tools: Unity, Unreal Engine, Construct 3, GameMaker, html5, Twine, coding experience

Communication & Leadership: Cross-functional Team Coordination, Stakeholder Engagement, Remote Team Management

Education

Master of Game Art & Animation – AI Vancouver (LaSalle College)

Bachelor of Fine Arts (BFA) – Art Academy of Cincinnati

Achievements

- Published *Pixel Art for Game Developers* with CRC Press (2nd edition in production).
- Shipped multiple licensed video game titles across various platforms: Nintendo DS, GBA, Vmigo, as well as getting a personal game project through Steam Greenlight.
- Awarded NIH Clinical Center CEO Award (2021, 2023) for outstanding contributions to communications and production.