

# DANNY RANKIN

---

danny.rankin@colorado.edu // dannyrankin.co

## 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 Associate Professor & Associate Director of Undergraduate Programs, 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.
- Assists with the strategic execution of ATLAS' Creative Technology & Design undergraduate programs, specifically working on student recruiting and community building efforts.

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

Associate Director, Undergraduate Programs (2023-Present)

- Assists with course scheduling, budget projections, community building, program outreach & promotion for the ATLAS Creative Technology & Design undergraduate programs.

## 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 seventh-annual event in November 2024.

## 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 Studies & Practice*- 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

- *Lest Ten Horizons Cry (2024)*, experimental interface game, 2024 AMAZE festival selection [Concept/Hardware]
- *TIKATMOS (2022)*, experimental interface arcade game, 2022 IndieCade *Live Action* award recipient [Hardware]
- *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, cooking, driving, fabrication, language learning, piano, pizza, physical computing, public speaking, singing, synthesizers, welding, woodworking.