

MICHAEL “DANGER” DONAGHEY

TECH ARTIST/GAME DEVELOPER

Available for Remote Work

DANGERDONAGHEY@GMAIL.COM

Self-employed and on retainer at different times with multiple clients since 2008. Responsible for all client interaction, estimates, product research, estimates, and consulting. Responsible for producing finished applications, artwork, and coordinating personnel and projects. Developed and taught programming and artwork in Unity. Extensive portfolio in game development and non-game VR projects.

SUMMARY OF QUALIFICATIONS

- Programming: C#, MEL(expert); GIT, Java, C++, Python (proficient). Self-taught.
- Game and Virtual Reality (VR) Development: Created games and prototypes using Unity, with C#. Created animated models driven by scripted events.
- Animation: Created custom animations for use in game production. Experience with quadrupeds, insects, and monsters. Maya (expert). Used AI assisted tools for mocap and manual animation Cascaduer (proficient).
- Technical Artist: Created custom rigging software for use in production environments. Model batch exporting for game engine. Maya (expert). Setup Animation trees for pleasant transitions and locomotion. Unity (expert)
- Modeling: Low poly, high poly sculpting; programmatic mesh creation, using Mudbox, Autodesk Maya, Marvelous designer (expert), 3D Coat (proficient).
- Texturing: Created UVs and textures for game production character models. Photoshop, Substance Designer (expert), Embergen (proficient), Illugen (proficient), Quixel (proficient).
- Experienced Contractor: fills empty roles; versatile and adaptable to taking on new tasks as needed, self-managing, efficient, can understand and implement the client’s vision. Has a good computer and up-to-date tools, mentioned above.

NON-GAME PROJECTS

September 2025 - present

Egyptian Temple (an interactive exhibit and scholarly example) - Unity Developer / Artist

Updated project from Unity3D version 3 to Unity3D version 6. Transcoded Javascript codebase to C# to work with modern versions of Unity. Updated and created textures to work with standard materials.

November 2023 - present

VR Scrub Engine - App Developer, Artist

Programmed the base framework to load and run different modules. Modeled digital surgical instruments recognizable and distinguishable by medical experts. Manages reporting and logging of user result data. Maintains modules and all relevant platforms including Windows, Mac, iOS, Android, Meta Quest. Replaced an expensive company-supplied subscription-based solution with a flexible custom solution for a fraction of the cost.

August 2023 - October 2024

Reality's Fugue (interactive gallery exhibit) - Unity Developer, Educator

Educated team on VR development, github use and integration, and typical workflow in Unity. Programmed the locomotion solution and adapted it as the deployment environment was altered for use in the final experience. Provided concept iteration for visual effects during the production process. Provided updated information and support on Unity for an interactive media teacher to instruct on in the classroom.

April 2022 - present

Against Forgetting (interactive gallery exhibit) - Unity Developer / Photogrammetry Processor / Tech Consultant

Assembled raw VR Documentary assets into a polished gallery experience in VR using Unity. Processed photo collections and repaired photogrammetry meshes using Meshroom, Maya, and Substance Designer. Created VFX and shaders to complete the project's requirements. Provided on-site assistance with hardware and installation setup. Presently rescaling for a larger production.

February 2020 - 2022

Bard Rock Cafe - Render Artist

Worked with the cast of the podcast Bard Rock Cafe to create renders that contain the characters as desired. Fabricated characters and environments that represent the podcast's mysterious nature. Developed tools to easily deal with posing and rendering hair in Maya.

July 2019 - 2021

Boston Children's Hospital - Virtual Safe Home - Art / Programming

Created programming and art for a VR application to assist in training and education. Used Unity to fabricate an interactive space with multiple perspectives. Converted the final VR experience into a similarly interactive web-accessible format. Implemented Google Analytics on the web version. [Currently accessible on the BCH website.](#)

July 2019 - 2021

Boston Children's Hospital - Sagittal Fusion Decision Support - Art

Created renderings of pediatric heads with sagittal synostosis, a malformation of how the skull grows. These were used for advanced training in surgery to correct the condition. Created a reader program to fluidly evaluate between stages of the condition.

April 2017

Synchro - Logo Design

Worked with a collaborator to fabricate an animated tesseract for use as a logo in their AR Hololens application. Made in Unity.

March 2016 - February 2017

Payette - Unity Educator / curriculum developer

Instructed on the Architecture-to-Unity workflow with an emphasis on presence and VR. Taught four architects how to use Unity, provided on-site training, training materials, developed curricula, and fielded questions and problem solving to ease transition to the new medium. Processed assets to demonstrate proper art optimizations for densely furnished buildings.

Dec 2016

Consigli - Art director, artist, programmer

Managed a team of artists to create a server room from provided blueprints to architectural standards. Programmed the VR interactions and teleportations. Responsible for Unity setup and Lighting.

November 2016 - January 2017

Virtual New York Apartment - Asset creation, Virtual Photographer, Tour assembly

Worked with a team of artists to represent a designer three story apartment to realistically represent a space to potential buyers. Created designer furniture, placed assets to create a comfortable and thoughtful environment. Used 3D Vista in conjunction with some captured panoramas to create a web-accessible tour.

GAME RELATED PROJECTS

October 2025 - December 2025

Table Top Simulator Asset Creation - Simulating / Modeling / Texturing / VFX

Created custom VFX and particle systems for a project. Worked with a designer to create story based assets. Fabricated flipbooks in Em bergen and Illugen to animate a gradient of effects at different power levels. Altered assets to create more variety in existing content. Setup final effects using Unity particles and exported via AssetBundles.

Jun 2021 - present

Stream Asset Creation - Modeling / Texturing / Animating / Icon Development

Created custom VTuber characters and Emotes for a variety of clients. Provided cohesive and stylized icons for creators and influencers.

June 2021 - present

Freelance 3D Avatar creation - Sculpting / Texturing / Rigging / Animating / Automation Scripting / Export / Import / Setup

Worked directly with clients to achieve highly mobile and accurate characters. Created 3D avatars with full face rig for use with the Animaze software. Maintains a suite of Maya rigging tools written in MEL. Worked to create efficient pipelines and automated solutions to hasten production while maintaining quality.

November 2020 - March 2021

VR Monster Shoot Show - Art / Programming / Design / Project Management

Self-employed. Responsible for all programming, 3D asset creation, final design, some animations, and the musical direction.

October 2018 - November 2020

Total Respawn - Co-founder / Lead Programmer / Art / Design

Created assets to be used in an XR environment. Designed and implemented coding solutions for a VR Arcade experience. Consulted on arcade cabinet design for VR and AR. Interfaced with players on-site for user-assistance and application-feedback.

Jan 2015 - Oct 2016

No Pineapple Left Behind - Subaltern Games - Technical artist / Rigger / Special effects

Invented and managed development pipeline solutions for Unity3D. Programmed shaders and scripts using MEL and C#. Provided rigs, models, textures, shaders, scripts, and animations for game assets using Maya, MEL. Released on Steam February 18, 2016

Dec 2014 - 2015

Cosmoknots - Defective Studios - Programmer

Worked with a team to create a mobile game. was responsible for porting the game to VR on the Oculus DK1. Worked on major systems including racing AI, player guidance systems, and the character controller.

Jul 2009 - Sep 2010

iPwn Studios - Lead Technical Artist

Modeled and Textured character assets, provided Rigging for all characters. Responsible for export pipeline to custom engine. Created tools for animators and interfaced with the Game engine's engineers for the best integration experience possible.

LONG TERM ENGAGEMENTS

January 2019 - present

Boston Children's Hospital - Application Developer and Artist

Created and maintains software responsible for training scrub nurses on new surgeries. Created public-facing informative experiences. Created Internal medical condition-specific art for diagrams and referencing. Work with a department of simulation experts to achieve accurate and user friendly tutorials. Responsible for iOS, Android, macOS, and Windows application support and further developments.

September 2017 - present

Ceeable - Medical Test and Application Developer

Created and maintains medical tests; interfacing new hardware technology to create new and novel ways of testing for specific medical conditions. Worked with doctors across the world to achieve highly performant applications with accurate results. Responsible for website updates.

April 2016 - July 2019

ConstructionVR - Software developer / Artist / VR Consultant / Educator

Was on retainer to provide estimates, programming, art, or education as needed. Provided on-site and remote support for a variety of client and project needs.

Jan 2015 - Oct 2016

Subaltern Games - Technical artist / Rigger / Special effects

Invented and managed development pipeline solutions for Unity3D. Programmed shaders and scripts using MEL and C#. Provided rigs, models, textures, shaders, scripts, and animations for game assets using Maya, MEL.

Jul 2011 - Aug 2018

Digital Media Academy - Curriculum Developer, Instructor, and Teacher's Assistant

Assisted students (classroom average size: 18) in game development. Created and implemented improved learning curriculum (July-August 2015). Programming consultant including C#, C++, Java, and Objective C. Software consultant for Unity3D, Photoshop, Maya, Eclipse, Panda 3D, Sketchup, Processing.

Oct 2010 - 2015

Defective Studios - Developer/Lead AI Programmer/Technical Artist

Made game design decisions in conjunction with Co-Founders. Worked as programmer, in texturing and sculpting, as a tech artist (rigging and modeling), and as an Evangelist showing games at shows and speaking at events. Used Unity as well as other required software/platforms as needed (e.g. for Android, HTML5, iOS, Oculus Rift, SteamVR, etc.).

Sep 2008 - Jul 2009

Boston University Corporate Education Center - Animator

Used Character Creator to animate a 2D character for corporate learning software. Renewed contract for content revisions for a new version of the educational material.

Apr 2008 May 2008

Commonwealth Shakespeare Company - CG Artist

Modeled, Textured, and Rigged 3D assets for two interactive games hosted on their website, to be used for educational and presentational purposes.

EDUCATION

2007 - 2008

Certificate in 3D Animation from **Center for Digital Imaging Arts**

Boston University, Waltham, MA