

DANIEL ELIAS TODD

[HTTP://WWW.DIGITALNIGHTFALL.COM](http://www.digitalnightfall.com)

2765 FRIDAY LANE, COCOA, FL 32926, 321.537.6657 – WILLING TO RELOCATE IMMEDIATELY

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## EDUCATION

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### Master of Architecture (M.Arch),

University of South Florida, School of Architecture and Community Design,  
Graduated in: 2008, GPA: 3.8

### Associate of Arts (AA),

Brevard Community College,  
Graduated in: 2000, GPA: 3.6

## PROJECTS, PERSONAL AND OTHERWISE

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### Academic Architectural Projects

#### Icomde IT Center

Conceptual information-technology institution, geared towards collaboration and creative pursuits  
Designed as part of my master's thesis, "The First Icomde"

#### Junction Co-Housing

60 unit apartment complex, with a generous assortment of high-tech shared amenities

#### Kyoto Station

Massive Japan-Rail station with sprawling commercial complex  
Designed during a 7-week study abroad semester in Japan

#### SOHO Monorail Station

A small monorail station and surrounding public plaza, including retail and commercial units

#### A Re-Envisioned Library

The transformation of a late 1900s bank into a modern public library through renovation and addition

#### An Experimental Kindergarten

Conceptual pre-school for ages 3 – 5

#### Franciscan Center Pavilion

Actual construction of a concrete foundation

#### Live/Work Café

"The Floating Corner" An eccentric interpretation of a classic archetype based in Miami, Florida

#### Riverside Pavilion

"An Assembly of Compassion" A gathering place for community renewal

### Computer Game MODs

#### CoSaS 1: Gathering at the Inn

Released: 2001

Position: Director, Writer, Playtester

The work of a handful of designers, artists, voice actors, animators, and programmers. It was received with enthusiasm by the Thief fan community.

#### CoSaS 2: Mission X

Released: 2008

Position: Director, Level Designer, Writer, Textures, Prop design, Quest/Event Implementation, Artist

The work of several dozen designers, artists, voice actors, animators, and programmers. It was received with a tremendously enthusiastic response from the Thief fan community.

#### CoSaS 3: The Nine Year Sleep

In development

Position: Director, Level Designer, Writer, Textures, Prop design, Quest/Event Implementation, Artist

The contribution of many objects and textures through the 26 CoSaS Release Packs and participation in the Enhancement Project.

#### The Haunted Cathedral

Unreleased proof-of-concept cathedral build in 3dsMax and Unreal3.0, based off the building of the same name in Thief: The Dark Project

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### Books and Other Writing

Author, Travel Journal, Seven Weeks in Japan, A Daily Journal (Self Published)

Written during the Architecture of Japan study abroad program hosted by the University of South Florida in 2007, self-published through lulu.com. 500 pages, 400 photographs.

Author, Master's Thesis, The First Icomde: A Library for the Information Age

Also includes the short-story, "Morden Wakes Up"

Master's Thesis Document, detailing a conceptual "bookless library" that incorporates advanced computer technology into an architectural environment, facilitating a true Information Age facility. 247 pages.

Author, Fiction, Serial Correspondence of Thieves

Pulp-fantasy adventure inspired by Thief: The Dark Project and its community of fans. 900+ pages.

Author, Short Fiction, "All There is to See" and "Existences not Dissimilar"

A pair of contemplative/poetic short tales entered in a creative writing competition at the University of South Florida. Illustrated.

Author, Children's Literature, The Great Big Enormous Never-ending Wall

Full illustrated. 24 pages.

Engaged in amateur game-industry journalism from 1998 – 2005, conducting interviews with designers and producers from Looking Glass Studios, Irrational Games, Arkane Studios, and ION Storm Austin.

### Websites and Online Communities

Through the Looking Glass: <http://www.ttlg.com/forums>

Founder (1998), Administrator, Moderator. A website network and community forum dedicated to the PC game series Thief, System Shock, Deus Ex, Arx Fatalis, Dark Messiah, and Bioshock. Staff of over a dozen and an international forum of over 20,000 members.

Thief - The Circle: <http://www.thief-thecircle.com/>

Founder (1998), Designer, Editor in Chief. A news and archival site dedicated to the PC game series "Thief" and the hundreds examples of fan-made mission, personal fiction, artwork, and music based on it.

Deus Ex Machina: <http://www.deusex-machina.com/>

Founder (1999), Designer, News Editor. A news and archival site dedicated to the PC and console series, Deus Ex. Currently undergoing a redesign.

SShock2: <http://www.sshock2.com>

Founder (1999), Designer, News Editor. A news and archival site dedicated to the PC game series, System Shock.

Stygian Abyss: <http://www.stygianabyss.com>

Founder (2001), Designer, Editor in Chief. A news and archival site dedicated to the PC games Ultima Underworld 1 & 2, Arx Fatalis, and Dark Messiah.

The CoSaS Project: <http://cosas.ttlg.com>

Founder (2000), Designer. A presentation site dedicated to the Thief 2 modification, The Circle of Stone and Shadow.

### SKILLS, TOOLS, AND MEDIA

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#### Experience

3 years of graduate-level academic experience in 3d environmental and architectural design and modeling

Over 10 years of team-based amateur game design and modding

Over 15 years of amateur and professional graphics design and web design

Experienced in the following applications,

3ds Max 2010

Adobe Photoshop CS2

Google Sketchup Pro 6

AutoCAD (Architectural Desktop 2008)

MS Word / Power Point 2007

Dromed 1.18

Unreal Tournament 3 Editor (Kismet, Matinee, Cascade)

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Familiar with the following applications,

- MS Excel / Access 2007
- Maxwell Render
- Adobe Premier CS3
- Sony Soundforge

Experienced in the following physical media,

- Pencil, charcoal, pen, marker, and ink, freehand sketching and hard-line drafting
- Wood, card, chip, & museum-board, acrylic, plexiglas, and ceramic, and cement sculpting and craftsmanship

Experienced in the following writing forms,

- Fiction; short stories, novels
- Academic papers and thesis
- Interactive entertainment; branching dialog, ambient writing
- Scripts for short animated films
- Amateur game-industry journalism, interviews

Personal Traits,

- Experience working individually or with teams, both in team-mate and leadership positions.
- Seeks out other talented individuals for personal projects and engages and inspires them, pushing them to produce better than their best.
- Extremely creatively motivated and ambitious. Relentlessly pursues project completion and deadlines.
- Excellent short term and long term time management.
- A quick self-learner.

## PREVIOUS EMPLOYMENT

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### Target Corporation,

- Logistics, Tampa, Florida, 2003 – 2004
- Promoted to peer trainer after just three months
- Recommended for team captain position
- Was given highest score possible at yearly review
- Briefly held every logistics position in the store except management, typically assigned to the most difficult tasks

### Sears & Roebuck Corporation,

- Commission sales - electronics, Merritt Island, Florida, 2002 – 2003
- Frequently held the highest volume of items sold in the department

### NSync Data Systems,

- Web design, Cape Canaveral, Florida, 2002
- Brought in as temporary help for three months
- Designed several complete websites with a team of two other designers

### Brevard Community College,

- Office assistant, Cocoa, Florida, 2001 – 2002
- Assisted in a variety of task, from data entry to peer tutoring and proofreading