

DAN KLAINBAUM

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EXPERIENCE

- 2006 - Current **Walt Disney Imagineering**
Blue Sky Creative, Associate Concept Designer
Conceptual development and prototyping of interactive theme park experiences; interface design, development, and installation in parks throughout the world
- 2004 - 2006 **Georgia Institute of Technology, Office of the Provost**
Web Developer
Develop web sites and software tools for Provost and associated departments
- 2005 **The Museum of Modern Art**
Digital Media Developer, Intern
Information architecture and software development for audio content of moma.org
- 2000 - 2003 **Polycom Inc.**
Software Engineer / User Interface Designer
Design and development of touch-panel user interfaces for videoconferencing-enabled room installations

EDUCATION

- 2004 - 2006 **Georgia Institute of Technology**
M.S. Information Design & Technology
Concentration in Interactive Design
- 2000 - 2003 **Harvard University Extension School**
Professional Graduate Education
Graduate level courses in Computer Science
- 1996 - 2000 **Tufts University**
B.A. American Studies, minor in Computer Science
Concentrations in Visual Culture and Studio Art

SKILLS

Design Dreamweaver, HTML, CSS, Photoshop, Flash, Painter
Programming PHP, ActionScript 2.0, C/C++, Java/Processing, MySQL
Languages Native Spanish speaker

ACTIVITIES

Publications "Experiencing Place in Los Santos and Vice City", coauthored with Ian Bogost. *A Strategy Guide for Studying the Grand Theft Auto Series*, McFarland, 2006.
Member SIGGRAPH , International Game Developers Association