

**David J. Sushil**  
[davidjsushil@gmail.com](mailto:davidjsushil@gmail.com)  
(407) 446-6124

## Education

Master of Science, Modeling and Simulation May, 2007  
Bachelor of Science, Psychology May, 2003  
University of Central Florida Orlando, Florida

## Relevant Work Experience

Asst. Professor, Game and Simulation Programming July, 2006 – Present  
DeVry University Orlando, Florida

Courses taught: Intro to Game and Simulation Development, Practical Game Design, Visual and Audio Design Fundamentals, Simulation Design, Modification and Level Design, Applied Development Project, Multimedia Programming, Programming for MMOG, and Senior Project.

Owner October, 2008 – Present  
Bad Pilcrow Orlando, Florida

Designed and programmed the award-winning action-puzzle game, *Vanessa Saint-Pierre Delacroix & Her Nightmare*. Managed a team of seven contractors. Currently working with publisher (Replay Games) on versions of *Vanessa* for multiple platforms. Previously released *Snail Shot Torpedo* for PC and Xbox LIVE Indie Games. For more information, visit [badpilcrow.com](http://badpilcrow.com).

Senior Game Designer June, 2011 – Present  
GameSim Orlando, Florida

Part-time position, overseeing designs for a development team of four. Provide game design documentation, including storyboards, for *Unannounced Educational Simulation Game*.

## Game Development Experience

- *Unannounced Educational Simulation Game* (PC, Web), 2011. GameSim.
- *Vanessa Saint-Pierre Delacroix & Her Nightmare* (PC, Windows Phone 7), 2011. Bad Pilcrow.
- *Snail Shot Torpedo* (Xbox LIVE Indie Games), 2009. Bad Pilcrow.
- *Canada Hunt* (PC, Wii), 2009. PSR Outdoors.
- *John Brummel University's Blunderbuss Olympics Vol. 1* (Online), 2008. Personal Project.
- *Orbles* (PC), 2005. Nickelpig Media.

## Awards and Recognitions

- PAX 10 Official Selection, Penny Arcade Expo, 2011, for *Vanessa*.
- Professional Finalist, 2011 Indie Game Challenge, for *Vanessa*.
- Best Design, IndiePub's 3<sup>rd</sup> Independent Game Developers Contest, for *Vanessa*.
- 3<sup>rd</sup> Place, Build a Silverlight Sports Game Contest, for *John Brummel University's Blunderbuss Olympics Vol. 1*, 2008.
- DeVry University's PRIDE Award, 2008.
- DeVry University's Ron Taylor Award, 2008.

## Selected Publications

- Sushil, David. "The Power of Subtractive Design in Video Game Development." indiePub, March, 2011. Zoo Publishing. <http://tinyurl.com/432ornu>
- Sushil David. "Game Usability Lessons from Vanessa Saint-Pierre Delacroix & Her Nightmare." Experimental Game Dev Podcast Show, October 2010. <http://tinyurl.com/3lxevsd>
- Sushil, David. "Three Novice Mistakes in Game Design." Game Career Guide, May 2008. Think Services. <http://tinyurl.com/3rc3quc>