

## David Daw

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### QUALIFICATIONS

Writer with freelance and newsroom experience in the tech and games industries. Able to meet short deadlines and generate new pitches for articles and multimedia content. Computer proficient using: Javascript, Wordpress, HTML, and CSS, Microsoft Office, iLife, Maya, Final Cut, and Photoshop.

### EXPERIENCE

#### **Gamasutra, Freelance Writer, 2/2012 -present**

Conducted interviews monthly with major figures in the tech and gaming industries on topics such as kickstarter, free to play games, and Roguelikes.

#### **Io9, Freelance Writer, 2/2012 - present**

Guest editorial on canon in fan communities on topics such as fan edits .to the end of movies, fan fiction, and a discussion of fanon vs. company mandated canon.

#### **Intern, 2010**

Conducted extensive research for various recurring columns and feature articles on topics such as neuroscience and genetic engineering. Authored a regular weekend column on alternate history novels, films and games.

#### **PCWorld Magazine, Freelance Writer, San Francisco, CA 2/2012 - present**

Authored regular weekly columns on free browser games and streaming television. Created how-to articles on topics such as podcasting, streaming your own video and anonymizing your data. Continued as an irregular guest on PCWorld's weekly podcast.

#### **Staff Editor, 4/2011 - 2/2012**

Researched new developments in the technology industry for the PCWorld news vertical writing an average of 2 short articles a day. Created custom graphics in photoshop for slideshows weekly with turn around times ranging from 3 days to 3 weeks. Recorded, edited and acted as on screen talent for various short videos including product reviews for major hardware and software releases. Managed social media accounts during major industry events like the annual Consumer Electronics Show (CES). Edited content and helped manage the editorial calendar for dozens of writers for the PCWorld website.

#### **Intern 10/2010 – 4/2011**

Wrote articles with a turnaround time of 2-3 hours on tech and gaming news to fill gaps in the editorial calendar. Helped organize and upload over 1000 videos for the company's backend content management system.

### EDUCATION

#### **Master of Arts from San Francisco State University, 2011**

SFSU's Broadcast and Electronic Communication Arts department, emphasis in new media and interactive storytelling. Final creative project featuring an online ARG using materials from over 30 students and a live event with projection mapping and 6 actors.

#### **Bachelor of Arts Cum Laude from New York University, 2006**

Gallatin School of Individualized Study, emphasis in genre fiction writing and theory.