

Daniel Matthew Pucci

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Professional Summary

Detail-oriented and adaptable Business Finance student with a strong interest in the video game industry. Seeking an entry-level role in game development, production support, or operations. Brings experience in workflow organization, data accuracy, and team coordination. Known for reliability, problem-solving, and the ability to contribute effectively in structured and fast-paced environments. Passionate about interactive media, player experience, and collaborative development processes.

Core Skills

- 1 Team Collaboration & Cross-Functional Communication
- 2 Workflow Organization & Process Improvement
- 3 Data Accuracy, Review, and Quality Assurance Mindset
- 4 Problem Solving & Critical Thinking
- 5 Time Management & Deadline Reliability
- 6 Leadership & Group Coordination
- 7 Adaptability in Fast-Paced Environments
- 8 Player-Focused Thinking and User Experience Awareness

Experience

Operations Intern — KHR McNeely Fund, Sonoma, CA (Aug 2024 – May 2025)

- 1 Maintained and organized detailed records, ensuring high levels of accuracy comparable to managing structured game or production data
- 2 Reviewed financial and written materials to verify completeness and consistency, strengthening attention to detail and QA-oriented thinking
- 3 Supported internal workflows and contributed to process improvements, increasing operational efficiency
- 4 Demonstrated reliability and consistency in a deadline-driven, professional environment

Summer Camp Leader — Hanna Center, Sonoma, CA (Summers 2022–2023)

- 1 Led and managed groups of 65+ participants, building leadership, coordination, and real-time decision-making skills
- 2 Designed and facilitated engaging structured activities, reinforcing understanding of interactive experiences
- 3 Communicated effectively with diverse groups, strengthening teamwork and collaboration abilities
- 4 Maintained organization, accountability, and safety in a fast-paced, dynamic environment

Education

University of Nevada, Reno — Bachelor of Science in Business Finance (In Progress)
Expected Graduation: 2029

Relevant Interests

Video game design and systems • Player engagement and experience • Game production workflows • Interactive storytelling • Learning development tools such as Unity and Unreal Engine