

## OBJECTIVES

To obtain a full-time position as a gameplay engineer.

## ACADEMIC HISTORY

**MASTER OF ENTERTAINMENT TECHNOLOGY - CARNEGIE MELLON UNIVERSITY** AUGUST 2008 – MAY 2010

- A specialized two-year program focused on creating innovative interactive experiences via interdisciplinary group collaboration

**COMPUTER ENGINEERING AND BACHELOR OF COMPUTER SCIENCE - UNIVERSIDAD DE CHILE** MARCH 2001 – MARCH 2007

- Computer Engineering Degree, Summa Cum Laude – equivalent to a Master's degree
- Bachelor of Computer Science Degree

## WORK EXPERIENCE

**GAME ENGINEER – SANZARU, FOSTER CITY, CA** [HTTP://WWW.SANZARU.COM](http://www.sanzaru.com) JUNE 2012 – PRESENT

- Developed **Dark Quest**, a multiplatform Hidden Object game (iOS and PC) in a team of two engineers

**SOFTWARE ENGINEER – BIGPOINT, SAN FRANCISCO CA** [HTTP://WWW.BIGPOINT.COM](http://www.bigpoint.com) NOV 2011 – MAY 2012

- Worked on UI and systems for **Uridium Wars**, a Flash game for Facebook

**GAMEPLAY ENGINEER – ELECTRONIC ARTS, REDWOOD SHORES CA** [HTTP://WWW.EA.COM](http://www.ea.com) JUNE 2010 – NOV 2011

- Developed gameplay systems, objects and NPC behavior for Sims 3 Expansion Packs
- Credits include **Sims 3: Pets**, **Sims 3: Generations**, **Sims 3: Late Night**, and three stuff packs

**GAME ENGINEER INTERN - SCHELL GAMES, PITTSBURGH PA** [HTTP://WWW.SCHELLGAMES.COM](http://www.schellgames.com) JANUARY 2010 – APRIL 2010

- Worked on the development of a plug-and-play TV game based on the **Toy Story Mania** Disneyland ride
- Developed an online Facebook game in six weeks using the Unity Engine

**SOFTWARE ENGINEER INTERN - ELECTRONIC ARTS, REDWOOD SHORES CA** JUNE 2009 – AUGUST 2009

- Developed and designed prototypes for a browser-based game at the office of the Chief Creative Officer
- Created PHP backend architecture and developed Flash gameplay

**RESEARCH ENGINEER - SIXLABS CONSORTIUM, CHILE** MAY 2007 – JUNE 2008

- Researched and developed base software architecture for telecommunications technology

## ACADEMIC PROJECTS

**PROGRAMMER - DEPERO FUTURISTI PROJECT - CARNEGIE MELLON UNIVERSITY** AUGUST 2009 – DECEMBER 2009

- Reimagined **Balli Plastici**, the 1918 puppet ballet by Futurist Fortunato Depero, as a digitized performance.
- Designed and developed a toolkit using Python and Panda3D that allows anyone to create the performance.

**PROGRAMMER / GAME DESIGNER - GET IN LINE PROJECT - CARNEGIE MELLON UNIVERSITY** JANUARY 2009 – MAY 2009

- Created interactive experiences for lines and entertainment venues, using cell phones as game controllers.
- Developed and designed 10 games, as well as an avatar and lifetime achievement system.

## SKILLS

**PROGRAMMING** C++, C#, Python, ActionScript 3.0, PHP, Java, C, HTML/CSS, Javascript

**PLATFORMS** .NET, Perforce, SVN, Flash/Flex, Panda3D, J2EE, CodeIgniter, MySQL, PostgreSQL

**ART SOFTWARE** Photoshop, 3D Studio Max, Dreamweaver, Coda, Maya, ZBrush

**LANGUAGES** Fluent in Spanish and English

## HONORS

### ACADEMIC

- Best Computer Engineering Student of 2007 Award – Computer Science Department – Universidad de Chile
- Outstanding Student of 2001, 2003, 2004, 2005, 2006 – Universidad de Chile

### GAME DESIGN AND DEVELOPMENT

- First place at 2009 Electronic Arts Intern Game Design Competition; Third place in 2008 Wild Pockets Game
- Bronze Telly Award for Use of Animation, and Bronze Telly Award for Art Direction for Balli Plastici (31<sup>st</sup> Annual Telly Awards).
- One of top 15 Creative Innovators for Design, Art and Technology Award.