

Carlos Hurtado

GAME DESIGNER / COMPUTER ENGINEER

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OBJECTIVES

To get a co-op position as a game designer in the Entertainment Industry.

ACADEMIC HISTORY

MASTER OF ENTERTAINMENT TECHNOLOGY AT CARNEGIE MELLON UNIVERSITY

A specialized two-year program in the interdisciplinary field of entertainment technology at Carnegie Mellon University.

August 2008 -
May 2010

COMPUTER ENGINEERING AND BACHELOR OF COMPUTER SCIENCE AT UNIVERSIDAD DE CHILE

- Computer Engineering Degree, Universidad de Chile (Summa Cum Laude) – equivalent to a Master's degree.
- Bachelor of Computer Science Degree.

March 2001 -
March 2007

WORK EXPERIENCE

BUILDING VIRTUAL WORLDS PROGRAMMING TEACHING ASSISTANT

[HTTP://BVW.ETC.CMU.EDU/](http://bvw.etc.cmu.edu/)

- Programming and Modeling Teaching Assistant for the Building Virtual Worlds class at the Entertainment Technology Center at Carnegie Mellon University taught by Jesse Schell and Mk Haley.
- Supported students technically and creatively so that they could build virtual worlds in 2 weeks and designed and taught programming and modeling workshops.

August 2009 –
Present

SOFTWARE ENGINEER / DESIGN INTERN AT ELECTRONIC ARTS REDWOOD SHORES

- Developed and designed an unannounced browser-based social game in a team of six, under Tom Boyd and Richard Hilleman, Chief Creative Officer of Electronic Arts.
- Designed and developed gameplay and backend architecture.

June 2009 –
August 2009

RESEARCH ENGINEER AT UNIVERSIDAD DE CHILE / SIXLABS CONSORTIUM

- Part of a research team for the development of the base software architecture for SixLabs Consortium.
- Researched and proposed architecture solutions and prototypes for services and products.

May 2007 –
June 2008

SYSTEMS SOFTWARE TEACHING ASSISTANT AT UNIVERSIDAD DE CHILE

- Taught several classes and reviewed homework and tests for fourth year Computer Engineering students. The professor was Dr. José Miguel Piquer.

August 2006 –
December 2006

SOFTWARE ENGINEERING INTERN AT MAPCITY.COM

- Developed new interaction functionalities for the company's main web application, a Geographical Mapping application.
- Concept development for different modules to add to the existent web application.
- Developed reusable libraries to integrate technologies such as Flash to the existing map creation library.

December 2004-
January 2005

ACADEMIC PROJECTS

PROGRAMMER / DESIGNER ON DEPERO FUTURISTI PROJECT AT CARNEGIE MELLON UNIVERSITY

[HTTP://WWW.ETC.CMU.EDU/PROJECTS/BALLI-PLASTICI/](http://www.etc.cmu.edu/projects/balli-plastici/)

- Developed and designed a toolkit for the creation of digital marionettes for a performance based on the futurist marionette-based ballet "Balli Plastici" created by Fortunato Depero in 1918.

August 2009 -
Present

PROGRAMMER / GAME DESIGNER FOR GET IN LINE PROJECT AT CARNEGIE MELLON UNIVERSITY

[HTTP://GETINLINEGAMES.COM/ETC/](http://getinlinegames.com/etc/)

- Developed and design games for queue lines and entertainment venues, using several technologies, in order to enhance the line experience.
- Designed architecture for a framework of development of queue experiences software.
- Developed and designed a backend for an Avatar and achievement System.

January 2009 –
May 2009

GAME DESIGNER IN JESSE SCHELL'S GAME DESIGN COURSE

[HTTP://WWW.CARLOSHURTADO.NET/PORTFOLIO/GAME-DESIGN-AND-DEVELOPMENT/#GAMEDESIGN](http://www.carloshurtado.net/portfolio/game-design-and-development/#game-design)

- Designed 5 games for Jesse Schell's Game Design course taught at the Entertainment Technology Center, including a strategic board game, a super-hero collaborative card game, and a game design pitch for a Nintendo Wii and Nintendo DS rhythm adventure game.

January 2009 –
May 2009

MODELER, PROGRAMMER, TEXTURE ARTIST AND PERFORMER IN BUILDING VIRTUAL WORLDS AT CARNEGIE MELLON UNIVERSITY

[HTTP://WWW.CARLOSHURTADO.NET/PORTFOLIO/GAME-DESIGN-AND-DEVELOPMENT/#BVW](http://www.carloshurtado.net/portfolio/game-design-and-development/#BVW)

**August 2008 –
December 2008**

- Designed several games, modeled 3D objects, made textures, and assisted in programming for interactive games in two week cycles with interdisciplinary teams using several platforms such as HMD, Playmotion and Jam-O-Drum.
- Performed two worlds in the Building Virtual Worlds Show at Carnegie Mellon University.

SOFTWARE PROJECT MANAGER AT SIXBELL LTDA.

**March 2006-
June 2006**

- Led a development team formed by 6 software developers, over a period of three months.
- Planned and tracked tasks using agile development and designed and developed.
- The developed application reduced in 80% the time required to perform a remuneration study, therefore managing to increase the Human Resources department's productivity.

SKILLS

Programming languages & platforms Java, ActionScript 3.0 and Flex, C, C#, Python, PHP, CodeIgniter, HTML/CSS/Javascript, MySQL, C++, PostgreSQL, Hibernate, Panda3D, OOP, Design Patterns and Agile Methodologies.

Art Software Photoshop, 3Ds Max, Dreamweaver, Maya, ZBrush, Flash, Painter.

Languages Spanish and English.

OTHER ACTIVITIES

SCIENTIFIC PUBLICATIONS AND TALKS

November 2006

- "A PDA-based Collaborative Tool for Learning Chemistry Skills", Hurtado C, Guerrero L, published at CSCWD 2009 IEEE conference, 2009.
- ColaboQuim: "A Collaborative learning application", Hurtado C, Guerrero L, published and presented at "Memorias del XI Taller Internacional de Software Educativo", 2006.

WEB DESIGN / GRAPHIC DESIGN

[HTTP://WWW.CARLOSHURTADO.NET/PORTFOLIO/GRAPHIC-DESIGN/](http://www.carloshurtado.net/portfolio/graphic-design/)

I have done Web and print-media design for university and other clients.

**January 2001 –
Present**

INTERNATIONAL GAME DEVELOPERS ASSOCIATION

Member of IGDA.

**January 2009 –
Present**

ENTHUSIAST FOR GAMES AND ENTERTAINMENT

I have a deep love for creative play and fun.

HONORS

SCHOLARSHIPS

- Chilean Government Scholarship for studies in foreign countries (Beca Presidente de la Republica).
- Student Protective League Scholarship. (Liga Protectora de los Estudiantes)

ACADEMIC

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

GAME DESIGN

- First place at Electronic Arts Intern Game Design Competition.
- Third place in Wild Pockets Game Jam competition with game called "Happy Happy Doom Fall", 2008

REFERENCES

References are available upon request.