

Carlos Hurtado

GAMEPLAY ENGINEER /
DESIGNER

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OBJECTIVES

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

ACADEMIC HISTORY

MASTER OF ENTERTAINMENT TECHNOLOGY - CARNEGIE MELLON UNIVERSITY

August 2008 -
May 2010 (e)

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 INTERN - SCHELL GAMES, PITTSBURGH PA

January 2010 –
Present

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

PROGRAMMING TEACHING ASSISTANT - BUILDING VIRTUAL WORLDS - CARNEGIE MELLON U.

August 2009 –
December 2009

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

- Assisted 79 students in programming and modeling in order to create a new virtual world every two weeks
- Created and taught 3 tutorials, and troubleshoot hardware and software problems

SOFTWARE ENGINEER INTERN - ELECTRONIC ARTS, REDWOOD SHORES CA

June 2009 –
August 2009

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

RESEARCH ENGINEER - UNIVERSIDAD DE CHILE / SIXLABS CONSORTIUM, CHILE

May 2007 –
June 2008

- Created and developed base software architecture for telecommunications technology
- Researched and proposed solutions and prototypes for innovative services and products

ACADEMIC PROJECTS

PROGRAMMER / DESIGNER - DEPERO FUTURISTI PROJECT - CARNEGIE MELLON UNIVERSITY

August 2009 -
December 2009

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

- Reimagined Balli Plastici, the 1918 puppet ballet created by Italian Futurist Fortunato Depero, as a digitized performance
- Designed and developed a toolkit using Python and Panda3D that allows anyone to create the performance
- Showcased at Museum of Arts and Design in New York City
- Featured as Best of Performa 09 by NY Magazine and reviewed in Art of America Magazine

PROGRAMMER / GAME DESIGNER - GET IN LINE PROJECT - CARNEGIE MELLON UNIVERSITY

January 2009 –
May 2009

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

- 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 Languages C#, C, C++, ActionScript 3.0, Python, PHP, Java, HTML/CSS, Javascript, SQL, Lisp

Platforms Flash/Flex, Panda3D, Unity, Codelgniter, MySQL, PostgreSQL, Hibernate

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

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

SCHOLARSHIPS

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

GAME DESIGN AND DEVELOPMENT

- First place at 2009 Electronic Arts Intern Game Design Competition
- Third place in 2008 Wild Pockets Game Jam with *Happy Happy Doom Fall*