

# Carlos Hurtado

GAME ENGINEER /  
GAME DESIGNER

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## OBJECTIVES

To obtain a full-time position as a gameplay engineer for AAA titles.

## ACADEMIC HISTORY

### MASTER OF ENTERTAINMENT TECHNOLOGY - CARNEGIE MELLON UNIVERSITY

August 2008 –

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

May 2010

### COMPUTER ENGINEERING AND BACHELOR OF COMPUTER SCIENCE - UNIVERSIDAD DE CHILE

March 2001 –

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

March 2007

## WORK EXPERIENCE

### GAMEPLAY ENGINEER – ELECTRONIC ARTS, REDWOOD SHORES CA

June 2010 –

[HTTP://WWW.EA.COM](http://www.ea.com)

Present

- Developing gameplay systems, objects and interactions for unannounced project.
- Developed gameplay systems and objects for Sims 3 Late Night expansion pack, released on October 2010.

### GAME ENGINEER INTERN - SCHELL GAMES, PITTSBURGH PA

January 2010 –

[HTTP://WWW.SCHELLGAMES.COM](http://www.schellgames.com)

April 2010

- Developed a plug-and-play TV game based on the *Toy Story Mania* Disneyland ride. Selected the Top 3 toy for 2010 by Times Magazine.
- Developed an online Facebook game in six weeks on a team of seven using the Unity Engine

### SOFTWARE ENGINEER INTERN - ELECTRONIC ARTS, REDWOOD SHORES CA

June 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

August 2009

### RESEARCH ENGINEER - UNIVERSIDAD DE CHILE / SIXLABS CONSORTIUM, CHILE

May 2007 –

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

June 2008

## ACADEMIC PROJECTS

### PROGRAMMER / DESIGNER - DEPERO FUTURISTI PROJECT - CARNEGIE MELLON UNIVERSITY

August 2009 –

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

December 2009

- 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. Winner of two Bronze Telly Awards.
- 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 –

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

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

**Platforms** Flash/Flex, Panda3D, CodeIgniter, MySQL, PostgreSQL

**Art Software** Photoshop, 3Ds Max, Dreamweaver, 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 Jam with *Happy Happy Doom Fall*