

EDUCATION

Master of Entertainment Technology

Expected May 2010. Entertainment Technology Center, Carnegie Mellon University

- ▶ Project-based, multidisciplinary degree focusing on designing entertainment and interactive experiences through teamwork.

BS in Telecommunications Engineering

June 2008, Universidad Católica Andrés Bello. Caracas, Venezuela

- ▶ Special interest in Data and Voice Networks.

PROJECTS

ZooXXI - Student Project

Spring 2010. Entertainment Technology Center, Carnegie Mellon University

- ▶ Performed as designer and programmer in a project looking to redesign the zoo experience for the 21st century.
- ▶ Client-based project in Barcelona, Spain. Worked with local company *Emotique*.

Depero Futuristi - Student Project

Fall 2009. Entertainment Technology Center, Carnegie Mellon University

- ▶ Performed as designer and programmer in a project looking to utilize technology to reimagine Fortunato Depero's marionette ballet, *Balli Plastici*.
- ▶ Participated in the creation of a puppeteering software that will be released publicly.
- ▶ Project was presented in the Performa 09 festival in NYC and in Seoul, South Korea.

Chautauqua Interactive - Student Project

Spring 2009. Entertainment Technology Center, Carnegie Mellon University

- ▶ Performed as designer, writer, artist and programmer in a project looking to blend interactivity, technology and performing arts in a meaningful way.
- ▶ Put up several shows of a performance looking to enhance the classic Japanese story *Rashomon* around the theme of perspective.

WORK EXPERIENCE

Game Designer

Summer 2010 - Present. Schell Games

- ▶ Led the writing of five RFPs and pitched three of them.
- ▶ One of the RFPs was turned into a contract with a high-profile sports team. Performed as Project Director and Design Director for the project, which staffed more than 15 members at its highest point.
- ▶ Participated in several projects as game designer, including design consultations.

Head Teacher's Assistant, Building Virtual Worlds

Fall 2009. Entertainment Technology Center, Carnegie Mellon University

- ▶ Co-led a team of 13 TAs for the Building Virtual Worlds course.
- ▶ Managed class resources, organized workshops, coordinated the usage of several interactive platforms and acted as mediator between instructors, other TAs and a class of 80 students.
- ▶ Additionally performed as the only Teacher's Assistant for Story and Game Design.

Game Design Intern

Summer 2009. Schell Games

- ▶ Participated in the design of a videogame in its pre-pre-production and prototype phases.
- ▶ Collaborated with 5 other designers and was part of a team of over 20 people.
- ▶ Was in charge of writing and maintaining several design documents and participated in the creative process, among other responsibilities.

Stage Manager

Winter 2007. The Nutcracker, Flamenco

- ▶ Coordinated technical and artistic elements for a production with a cast of over 40 artists.
- ▶ Led a crew of 12 people.

RELEVANT COURSES

Building Virtual Worlds

Fall 2008. Entertainment Technology Center, Carnegie Mellon University

- ▶ Participated in the design and creation of five virtual worlds, each completed in less than three weeks with different four-person teams.
- ▶ Qualified for the roles of texture artist, programmer and sound designer.
- ▶ Four out of five created worlds selected to be shown in the end-of-semester show.

Game Design

Spring 2009. Entertainment Technology Center, Carnegie Mellon University

- ▶ Designed and created games in several formats in order to learn about and get familiar with the design process.

Values@Play through Game Design

Spring 2010. Entertainment Technology Center, Carnegie Mellon University

- ▶ Designed a serious board game based on values and world issues.

RELEVANT EXPERIENCE

Writing Experience

- ▶ Will collaborate on *Well Played 2.0*, edited by Drew Davidson. To be released in 2010.
- ▶ Several articles from personal design blog featured in Gamasutra.com with one being chosen as blog post of the week and two more chosen among top five of the week.

Game Jams

- ▶ Game created for IGDA's Global Game Jam 2009 was featured on Playthisthing.com.
- ▶ Third place prize in the First Ever Wild Pockets Game Jam in October 2008.

SKILLS

Relevant Workshops. CISCO CCNA Training (Modules 1-2 of 4), Specialization in Sports Journalism, Composition #1: Creative Development for Theater, Short Story Narrative, Strategies for New Products' Development.

Languages. Fluent in Spanish and English. Medium-level French.

Software. Working knowledge of MS Office Suite, Perforce P4V, Adobe Photoshop and Illustrator CS3/CS4, Adobe Premiere Pro CS3, MatLab, MS Visio, iWork Suite.

Programming. Working knowledge of Panda 3D (Python), C++, Visual Basic.

Theater Acting. Performed as an actor between 2000 and 2008.

Conference Volunteer. GDC 2011, GDC 2009, ICEC 2008.