

CARLOS EMMANUEL REYES PINEDA

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OBJECTIVE	Experienced game designer/scripter looking to create dramatic gameplay for an action-driven title.		
EXPERIENCE	Activision – Infinity Ward	Woodland Hills, CA	May 2010–Present
	Call of Duty: Ghosts – Game Designer / Scripter		
	Designed and scripted 3 single player campaign levels.		
	<ul style="list-style-type: none">▪ Into the Deep - The player and Keegan venture underwater to take down the ATLAS class destroyer defending the Federation factory. This level featured underwater combat, which was a first for the Call of Duty series.<ul style="list-style-type: none">• Designed and scripted the entire level from start to finish.• Designed the underwater combat system for both players and AI. This system would later be repurposed for the game's space levels (ODIN, LOKI).▪ No Man's Land - The player and Hesh head into "No Man's Land" to meet up with the Ghosts. This level featured Riley, the dog, as a unique gameplay and narrative element.<ul style="list-style-type: none">• Designed and scripted the entire level from start to finish.• Designed the AI and gameplay system for Riley, this would later be used in other levels that featured Riley (Brave New World, Struck Down, Homecoming)▪ Prologue - The bombastic opening of the game puts the player in the middle of an ODIN strike that causes the ground to break apart as the player runs for survival.<ul style="list-style-type: none">• Polished the on foot section of the level.• Created tools to help builders animate the movement of the ground.▪ Other contributions<ul style="list-style-type: none">• Created the outline for the single player campaign story.• Implemented battlechatter in both single player and multiplayer.		
	Call of Duty: Modern Warfare 3 – Game Designer / Scripter		
	Designed and scripted 2 single player campaign levels, as well as a SpecOps coop level		
	<ul style="list-style-type: none">▪ Eye of the Storm – The player accompanies Soap and Price as they sneak through the streets of Prague. This level featured heavy stealth and an oppressive tone inspired by "Children of Men"<ul style="list-style-type: none">• Designed and scripted the stealth sections of the level.▪ Down the Rabbit Hole – Delta squad and Price team up to rescue the Russian President. This level's ending featured a dramatic escape in which the members of Delta squad sacrifice themselves to save the team.<ul style="list-style-type: none">• Designed and scripted the second half of the level with a fast turnaround time of 4 weeks.▪ Firewall - A cooperative mission where one player has to use turrets to defend the other player as he tries to reach the extraction point.<ul style="list-style-type: none">• Designed and scripted the entire mission, including the system for switching turrets		
	Schell Games	Pittsburgh, PA	June 2008–May 2010
	Toontown Online – Lead Designer		
	<ul style="list-style-type: none">▪ Led design on 3 multiplayer games for Toontown Online		
	The Sum of All Thrills – Designer/Scripter		
	A rollercoaster simulator at Disney's Innoventions in Epcot		
	<ul style="list-style-type: none">▪ Scripted user interactions for a multi-touch table (Microsoft Surface)▪ Designed and implemented all roller coaster track elements used throughout the experience.		
EDUCATION	Carnegie Mellon University	Masters in Entertainment Technology	Graduated: May 2008
	Ateneo de Manila University	B.S. in Computer Science	Graduated: March 2004
SKILLS	Programming/Scripting: C, C++, JAVA, C#, Python, UnrealScript, ActionScript	Software: QERadiant, UnrealEd, Maya, 3DS MAX, Photoshop, Flash	Storytelling: Scriptwriting, Stage Direction
INTERESTS	Video Games, Theater, Dance, Comedy, Guitar, Soccer		