

CARLOS EMMANUEL REYES PINEDA

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OBJECTIVE	Experienced game designer/scripter looking to create dramatic single-player gameplay for an action-driven title.			
PROFESSIONAL EXPERIENCE	Schell Games	Pittsburgh, PA	June 2008–Present	
	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.			
Unannounced DS Title – Game Designer				
<ul style="list-style-type: none">■ Designed, pitched and scripted game systems to infuse puzzle gameplay with better interactive storytelling■ Wrote tools to improve both level design and 2D animation pipeline				
Activision – Treyarch			Santa Monica, CA	June–December 2007
Spider-Man: Web of Shadows – Designer/Scripter				
<ul style="list-style-type: none">■ Designed and scripted persistent city missions.■ Wrote preliminary design documents for Vulture boss missions■ Prototyped gameplay mechanics using proprietary scripting language.				
Unannounced Xbox 360 Title – Designer/Scripter				
<ul style="list-style-type: none">■ Designed and implemented missions to showcase driving, parkour and melee combat systems.				
Ateneo Java Wireless			Manila, Philippines	May 2004–September 2005
Mobile Games – Game Designer/Programmer				
<ul style="list-style-type: none">■ Designed and developed several mobile games released under SMART Communications.■ Developed a 2D game engine on which the games were created.				
PERSONAL PROJECTS	Tactical Assault		October 2009–Present	
	An Unreal Tournament 3 mod focusing on modern combat		www.tactical-assault.com	
UnrealScript coder				
<ul style="list-style-type: none">■ Implementing systems for weapons and economy				
Weapons Free			June 2009–September 2009	
A custom single player level for Call of Duty 4			www.pinedsman.com/projects.html	
Level designer/scripter				
<ul style="list-style-type: none">■ Scripted firefights and story sequences■ Built, lit and detailed level geometry■ Wrote dialogue and recorded VO				
EDUCATION	Carnegie Mellon University	Masters in Entertainment Technology	Graduated: May 2008	
	<ul style="list-style-type: none">■ Bandology Semester project creating a casual MMOG focused on asynchronous, cooperative gameplay.■ PuriFIGHTERS Collaboration with Disney and Siemens to create an online educational game.			
Ateneo de Manila University			B.S. in Computer Science	Graduated: March 2004
SKILLS	Programming/Scripting:	Software:	Storytelling:	
	C, C++, JAVA, C#, Python, UnrealScript, ActionScript	QERadiant, UnrealEd, Maya, 3DS MAX, Photoshop, Flash	Scriptwriting, Stage Direction	
INTERESTS	Video Games, Musical Theater, Dance, Comedy, Guitar, Soccer			