

CAMILO ANDRÉS GARCÍA VEGA

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OBJECTIVE

Gameplay Programmer looking for a position which utilizes my skills

WORK EXPERIENCE

Schell Games [May 2009 – August 2009]

Game Engineer Intern

- Worked in a team designing and programming multiple minigames for a currently unannounced project
- Developed minigames in Adobe Flash CS4 and the Box2D physics engine

Everis [May 2008 – July 2008]

IT Consultant

- Implemented a POS (Point of Sales) s for a major Telecommunications Company in Bogota, Colombia
- Worked in the Analysis, Design, Implementation and Testing of the system
- Implemented J2EE and J2ME applications.

Accenture [Sep 2006 – Apr 2008]

Communications and High Technology Analyst

- Implemented billing system for a major Telecommunications Company in Bogota, Colombia
 - Involved with the development and user testing team
 - Experience in requirement analysis, system configuration, user/client interaction and client support/training
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EDUCATION

2008 - 2010 MASTER OF ENTERTAINMENT TECHNOLOGY
Entertainment Technology Center
Carnegie Mellon University

2001 - 2006 COMPUTER & SYSTEM ENGINEERING
Universidad de Los Andes
Bogotá - Colombia

PROJECTS

Carnegie Mellon University. Entertainment Technology Center [Spring 2010]

Bridges - www.etc.cmu.edu/projects/bridges/

- Bridges was a project from the MacArthur Foundation with the partnership of the Field Museum of Chicago to create a serious game to engage teenagers in S.T.E.M. (Science, Technology, Engineering, Math) concepts
- Programmer and Co-Designer

Carnegie Mellon University. Entertainment Technology Center [Fall 2009]

Project iDev - www.iiiidesign.com

- iDev was a student Pitched project that focuses on exploring innovative game design using short-term game development methodologies as a small independent developer of iPhone games
- Lead Programmer and Co-Designer

Carnegie Mellon University. Entertainment Technology Center [Spring 2009]

Sketch it Up! - www.sketch-it-up.com

- Sketch it Up! was a student pitched project that aimed to allow game developers to easily explore new and innovative ideas and test their feasibility
- Lead Programmer of a team of six students developing in the Panda 3D engine
- Presented at ICEC 2009 in Paris, France
- System utilized in Carnegie Mellon Courses

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RELEVANT COURSEWORK

Carnegie Mellon University. Entertainment Technology Center [Spring 2010]

Game Design Teaching Assistant

- Grade student's games and design analysis
- Provide playtest and design support for assignments

Carnegie Mellon University. Entertainment Technology Center [Spring 2010]

Values@Play

- Design and created a serious board game based on values and world issues

Carnegie Mellon University. Entertainment Technology Center [Fall 2008]

Building Virtual Worlds

- Participated in the design and creation of live virtual worlds, each one developed within two weeks working with multidisciplinary teams composed of four individuals
- Worked as a Designer and Programmer for every world
- Worked as Producer of one of the worlds during the semester
- *Workbot 259*, one of the worlds, was selected as part of the Building Virtual Worlds show at the end of the semester which featured the top 14 of 75 worlds created in the class

Universidad de los Andes [Spring 2006]

Graduation Project - Shadow Interface

- Developed a shadow based immersive interface for the Museum of Gold of Bogota – Colombia with the aim of providing visitors with an innovative and easy to use learning tool
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COMPUTER RELATED SKILLS

Game Related

- iPhone development in Objective C, using engines like Cocos2D
- Web game development in Flash CS4
- Game development in Python and Panda 3D Engine
- Graphical programming environments (OpenGL, JOGL, Java3D, JAI and VTK)
- Experience in physics engines like Box2D, for Flash and iPhone development

Others

- Programming in C, C++ and experience in COBOL
 - UML language tools like Poseidon and Rational Rose
 - Programming in Java (J2EE, J2ME, graphical environments, Struts, Applets)
 - Database language knowledge (SQL, Oracle, PostgreSQL, SQL Server)
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PERSONAL

- Hardcore gamer, proud to have a Gamerscore of over 42000 points. Lover of all genres who plays nearly all new releases
- Contributor to game webpage www.elsurvivor.com as a game reviewer and writer of various game related news stories (Spanish Language)
- People's Choice Award Winner at Wildpockets Game Jam (October 18-19 of 2008)
- Fluent in English and Spanish