

CARLOS DURALDE

carlosduralde.com | carlosduralde@gmail.com | 604-446-2548

GAME DESIGNER

PROFILE: Passionate about games, big and small. Focused on emphasizing the core vision of a game in every aspect of the play experience. A strong believer in games as storytelling tools.

SKILLS: *Software:* Unity, GameMaker, Ink
Languages: C# scripting

EXPERIENCE:

BBTV Interactive	Vancouver, BC
Lead Game Designer	10/19-Present
<ul style="list-style-type: none">Shipped 5 mobile games including Shiloh and Bros: Impostor Chase, The Odd1sOut: Let's Bounce, and Dobre Dunk, and re-designed the economy and metagame for Spy Ninja Network – Chad & VyDesigns core loops, economies, and UI flows for mobile games featuring popular influencersMentors other designers, giving feedback and direction throughout projectsRuns design seminars to encourage knowledge sharing across the department	
Immersive Tech	Vancouver, BC
Game Designer	8/17-10/19
<ul style="list-style-type: none">Shipped over 20 Escape Rooms for clients such as Bayer, Intel, Snickers, and the FDADesigned and rapidly prototyped escape room puzzles and narrativesManaged and oversaw tasks for designers, 2D/ 3D artists, and external fabricatorsDocumented every detail, from puzzle flows to prop specs and room layouts	
V2 Games	Vancouver, BC
Game Designer	11/15-10/17
<ul style="list-style-type: none">Designed for multiple shipped mobile titles, including Beast Brawlers and NFC FootballLed game design for the entire production process of an incremental/ idle gameDeveloped complex game economies to bolster monetization and retentionCreated GDDs, Mechanics Maps, and other design documents to communicate ideas across departments and to external clientsBuilt prototypes in Unity to show off 'proof of concepts' and test design assumptions	
Rainmaker Entertainment	Vancouver, BC
Game Designer Intern	1/15-1/16
<ul style="list-style-type: none">Designed mechanics for a mobile game to tie into existing show IPBalanced multiplayer gameplay and designed appropriate pacing frameworksWorked with the lead scriptwriter of a TV show to help add game themesCoordinated high-profile clients and pitched them ideas for extending TV show experiences beyond the viewing time	

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ShopVisible Atlanta, GA
Quality Assurance Analyst 3/13-7/14

- Tested bug fixes and enhancements for ShopVisible clients
- Led group regression testing sessions to ensure proper functionality for our sites
- Wrote automation scripts in the Selenium IDE for QA efficiency

Adult Swim, Turner Broadcasting Atlanta, GA
Games QA Intern 1/12-8/12

- Tested and documented over 50 Flash/Facebook/mobile games, assessed their strengths/weaknesses
- Worked with developers to solve design roadblocks
- Participated in early design meetings for upcoming games

ACTIVITIES:

- Published winner of the international writing contest “The Future Powered by Fiction”, 2014
- Georgia Tech Ultimate Frisbee Captain/ Member, 2008-2012

EDUCATION:

The Centre for Digital Media Vancouver, BC
Master of Digital Media 9/14-4/16

- Used Game Design methodologies to tell stories and solve real world problems
- Worked with Vancouver clients to innovate existing IP in transmedia markets

Georgia Institute of Technology Atlanta, GA
Bachelor of Science in Computational Media 6/08-8/12

- Developed games and other media to push the limits of digital design
- Graduated with Honors