

# CARLOS DURALDE

carlosduralde.com • [carlosduralde@gmail.com](mailto:carlosduralde@gmail.com) • 604-446-2548

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## 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, Twine, Photoshop  
*Languages:* Basic level C#, Java, Python, and HTML
- EXPERIENCE:**
- BBTV Interactive** Vancouver, BC  
*Lead Game Designer* 10/19-Present
- Shipped mobile game *Dobre Dunk* (>1 mil downloads), and designed content updates for *Spy Ninja Network – Chad & Vy* (>2 mil downloads)
  - Designs core loops, economies, and UI flows for mobile games featuring popular influencers
  - Communicates the design to the development team and reviews all build updates
  - Contributes to pitch decks with custom designs tailored to influencers all over the world
- Immersive Tech** Vancouver, BC  
*Game Designer* 8/17-10/19
- Shipped over 20 Escape Rooms for clients such as Intel, Snickers, and the FDA
  - Designed and rapidly prototyped escape room puzzles and narratives
  - Managed and oversaw tasks for designers, 2D/ 3D artists, and external fabricators
  - Documented every detail, from puzzle flows to prop specs and room layouts
- V2 Games** Vancouver, BC  
*Game Designer* 11/15-10/17
- Designed for multiple shipped mobile titles, including *Beast Brawlers* and *NFC Football*
  - Led game design for the entire production process of an incremental/ idle game
  - Developed complex game economies to bolster monetization and retention
  - Created GDDs, Mechanics Maps, and other design documents to communicate ideas across departments and to external clients
  - Built prototypes in Unity to show off ‘proof of concepts’ and test design assumptions
- Rainmaker Entertainment** Vancouver, BC  
*Game Designer Intern* 1/15-1/16
- Designed mechanics for a mobile game to tie into existing show IP
  - Balanced multiplayer gameplay and designed appropriate pacing frameworks
  - Worked with the lead scriptwriter of a TV show to help add game themes
  - Coordinated 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
  - Wrote fantasy novel “The Prince and the Titan”, 2009-2014
  - Georgia Tech Ultimate Frisbee Member/Captain, 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