

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:

- | | |
|--|---------------|
| East Side Games | Vancouver, BC |
| Senior Game Designer | 8/22-Present |
| <ul style="list-style-type: none">• Driving OKR initiatives on 3 major Live Ops titles to improve retention and monetization• Analyzing and tuning idle game economies for optimized live event performance• Supporting a team of designers with guidance, feedback, and regular check ins | |
| BBTV Interactive | Vancouver, BC |
| Lead Game Designer | 10/19-8/22 |
| <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 & Vy• Designed core loops, economies, and UI flows for mobile games featuring popular influencers• Mentored other designers, giving feedback and direction throughout projects | |
| 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 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 |
| <ul style="list-style-type: none">• Designed for multiple shipped mobile titles, including Beast Brawlers and NFC Football• Led game and economy design for the entire production process of an incremental/ idle game• Created/ pitched GDDs, Mechanics Maps, and other design docs• Built prototypes in Unity to show off 'proof of concepts' and test design assumptions | |

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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