

Web: altereddreams.net
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SETH MARINELLO

GAME DESIGNER

INDUSTRY XP

Visceral Games **Level Designer- Dead Space 2**
Spring 2010 - Present
designed and scripted single player levels. collaborated with numerous groups to integrate content, participated in several special feature design pods.
Website: deadspace.ea.com

STUDENT XP

Microsoft **Producer - TaxiCity**
Spring 2010
team management, technical design, scheduling, tool programming
Website: taxicity.ca

Department Of Energy **Producer - Precipice Interactive Simulation**
Fall 2009
concept creation, scheduling, interface design, programming
Website: precipice.altereddreams.net

Electronic Arts **Producer/Designer Internship - Galactic Joe**
Summer 2009
flex code, interface & game design, technology research
Website: galacticjoe.com

Zynga **Designer - Unannounced Social Game**
Spring 2009
character design, pitch preparation, prototype programming

Noise Management Institute **Developer - Interactive Sound Information System**
2006-2008
program architecture, legacy code maintenance, build system
Website: noisemanagement.org

EDUCATION

2008-2010 **Masters of Digital Media**
Centre for Digital Media, Vancouver

2003-2007 **Bachelors of Computer Science**
Cal Poly, San Luis Obispo

SKILLS

SOFTWARE Photoshop, Illustrator, Flash, Flex, Unity, Visual Studio, IntelliJ, Eclipse, Maya

LANGUAGES Java 1.5+, ActionScript 3.0, C++, STL, .NET, Silverlight 3.0, OpenGL, XNA

DEVELOPMENT Agile & Scrum, Version Control (SVN, Perforce), Trac, Object Oriented Design

INTERESTS

Narrative, Game Design, Video Game History, Photography, Visual Design, Theatre Set Design, Computer History, Film, Open Source Software & Data