

Edmundo Ruiz

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EDUCATION

Carnegie Mellon University

AUG 2006 — MAY 2008

Masters of Entertainment Technology

PITTSBURGH, PA

Interdisciplinary degree focused on the design and production of technology-driven entertainment.

University of Arkansas

AUG 2001 — MAY 2005

Bachelor of Science in Computer Science

FAYETTEVILLE, AR

Minor in Art, concentration on Visual Design

EXPERIENCE

Schell Games

JUN 2008 — PRESENT

Game Engineer

PITTSBURGH, PA

Gameplay programmer, console programmer, and web developer.

- Design and develop new game content for *Disney's Toontown Online*.
- Prototype game designs for the *Nintendo Wii*.

Schell Games

SEP 2007 — DEC 2007

Intern Game Engineer, *Toy Story Midway Mania*

PITTSBURGH, PA

Interactive theme park attraction for *Walt Disney World* and *Disneyland* scheduled to open in 2008.

- Prototyped and scripted levels using *Python/Panda3D* and the *Aegia PhysX* API.

Walt Disney Internet Group, VR Studio

MAY 2007 — AUG 2007

Graduate Associate, *Pirates of the Caribbean Online*

NORTH HOLLYWOOD, CA

- Designed user interface, iterated player character to NPC interactions, scripted short non-interactive sequences, and solved network programming bugs using *Python/Panda3D*.

MaxSurg Technology Services

SEP 2005 — MAY 2006

Web Designer/Developer

SPRINGDALE, AR

- Designed and developed websites for small and medium businesses.
- Developed a web-based Intranet/CRM internal application using *ASP.NET*.

Accenture, eDemocracy Services

JUN 2004 — AUG 2004

Database Intern

FAYETTEVILLE, AR

- Analyzed and documented voter registration *SQL Server* stored procedures and triggers.
- Wrote technical design for voter registration software.

SKILLS

Languages

C/C++

Java

JavaScript

SQL

Python

C#/ASP.NET

HTML

Lisp/Scheme

ActionScript 3.0

PHP

CSS

Tools

Eclipse

Flash

Vim/Emacs

Maya

Visual Studio .NET

Dreamweaver

SQL Server

Perforce

CodeWarrior

Photoshop

MySQL

Subversion

Panda3D

Premiere

Visio

CVS

Operating Systems

Windows

Mac OS X

UNIX/Linux