

Carl Dungca

Experience

FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY/COHORT 4 GAMES
08/2007 – Current Orlando, FL

Producer & Designer, *Zephyr: Tides of War*

- Manage asset creation and implementation in small team environment
- Co-developed game design
- In charge of player/crew interaction, player feedback mechanisms, and on-ship and world environment & ambience
- Developed GUI prototype
- Develop presentation materials
- Produce rip-o-matics and video trailers
- Document project status using internal Wiki

Producer & Designer, *“Rapid prototype games”*

- Co-developed & produced eleven game designs
- Managed asset creation and implementation in small team environment
- Developed & performed presentations for prototypes
- *“Project: Giant Lizard”* (Unreal 3) - Gears of War map with scripting. Stop the rampaging monster and minimize collateral damage to the destructible city.
- *Hamster Dash* (Panda3D) - Cooperative networked maze/puzzle game requiring teamwork to reach finishline.
- *MetroGnome* (Panda3D) - Two homeless gnomes living in a subway station compete through dance to earn enough money to buy their next meal.

Lead Designer, *Rhyme-Space Continuum*

- Developed game concept, pitch materials, trailers, and rip-o-matics
- Pitched concept to industry executives

UNIVERSITY OF CENTRAL FLORIDA

01/2006-06/2007 Orlando, FL

Lead Designer, *NEBO 16*

- Developed character mechanics and environmental interactions
- Contributed to game design document

Associate Designer, *“RegEx puzzle game”*

- Game design
- Scenario writer
- Contributed to game design document

Scripter, *“Death game”*

- Utilized Neverwinter Nights Aurora toolset
- Scripted AI, player quests, and cut scenes
- Level design and construction

ADDITIONAL WORK EXPERIENCE:

Best Buy, Geek Squad, MyMediaWorks, video production

Education

FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY

Fall 2007 – Current Orlando, FL
Interactive Entertainment MS, Production

UNIVERSITY OF CENTRAL FLORIDA

Fall 2003 – Spring 2007 Orlando, FL
Digital Media BA, Internet & Interactive Systems (3.599 GPA)

Skills

TOOLS:

- Microsoft Office
- Mindjet MindManager
- Perforce
- UnrealEd (Engine 3)
- Kismet
- Aurora
- Torque Game Engine
- Panda3D
- Autodesk Maya
- Adobe Photoshop
- Microsoft Photodraw
- Camtasia
- Final Cut Pro
- Adobe Premiere
- Adobe AfterEffects
- Dreamweaver
- Microsoft Frontpage
- Adobe PageMaker/InDesign
- Microsoft Publisher
- Microsoft Windows & Mac OS X

SKILLS:

- Game Development
- Project Management
- Team Management
- Public Speaking
- Mind Mapping
- Gameplay Balance & Tuning
- Scripting
- 3D Modeling
- Video Editing
- Audio Editing
- Web Design
- Graphics Design
- Desktop Publishing
- Computer Repair

INTERESTS/HOBBIES:

- Video Games
- Film
- Music
- Blogging
- Photography
- Toys
- Cooking
- Deal-Hunting

References available upon request.