

# David Burluson

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## EXPERIENCE

**Florida Interactive Entertainment Academy** - Orlando, FL

Aug 2007 – Present

Producer – *Zephyr*

- Provided leadership and direction to a 12-person development team consisting of designers, programmers, and artists.
- Worked closely with the design team to optimize the use of sound recognition software and clarity of user feedback.
- Produced all audio integration for the project
- Produced and co-wrote 10 musical compositions for the project.
- Coordinated music talent with an external professional composer for the original soundtrack.
- Worked closely with other members of the production team to create a comprehensive schedule and milestone plan for the project's six-month development period.

Producer/Designer – *Rapid Prototyping Development*

- Designed a series of games over 4 months, spending two weeks on each game.
  - *Batty McFatty* – Twitch-based Flash game in which a fat bat chases down flies. Designed game mechanics and created all audio assets.
  - *Hamster Dash* – A 3<sup>rd</sup>-person multiplayer coop taking place in a hamster cage. Assisted in design of game mechanics and created all audio assets.
  - *BatBomb* – A 3<sup>rd</sup> person action adventure in which a superhero has found a bomb and now has to find a place to dispose of it. Created and textured game models in Maya. Assisted in design of game mechanics and created all audio assets.
  - *In the Body* – A first person action adventure game where the player navigates the organs of the human body. Assisted in game design and created all audio assets.

**First Presbyterian Church of Orlando** - Orlando, FL

May 2005 – Aug 2007

Worship Service Producer/ Worship Leader/Youth Coordinator

- Produced and performed in worship services for the student ministry, young adult ministry, and the 5000 member congregation.
- Lead in worship with vocals and acoustic guitar for student ministry, young adult ministry and full church worship services.
- Planned youth trip while managing the youth budget.
- Managed a team of interns and mentored students in bible study, on youth trips and summer camps.

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## EDUCATION

**MS in Interactive Entertainment** (2008) – Florida Interactive Entertainment Academy, UCF

**BA in Liberal Studies** (2006) – University of Central Florida (Focuses in Behavioral Science and Humanities)

**Minor in Creative Writing** (2006) – University of Central Florida

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## TECHNICAL SKILLS

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| • Adobe Audition | • Perforce          | • Adobe Photoshop   |
| • Protools       | • DevTrack          | • Adobe Illustrator |
| • Reason         | • Microsoft Project | • Unreal Editor     |

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## INTERESTS

- Writing, recording and performing music for over ten years.
- Produced two full length albums. Managed the budgets and contracted artists and printing for both projects.
- Performed in music clubs and venues all the way up the east coast (Miami – New York).
- Played team sports (soccer, basketball, baseball) all the way through school.
- Fluent in Spanish and Portuguese.