

Victor A. Lugo



RELEVANT EXPERIENCE

Project Lead, Zephyr: Tides of War

Florida Interactive Entertainment Academy (FIEA), December 2007 – Present

- Led a team of 17 on an eight month game project for PC
- Oversaw creation and implementation of game's design and ensure all milestones are accomplished on time
- Assisted with design and contribute to art and programming related decisions
- Fostered an environment conducive to creativity, high morale, and work ethic

Lead Producer & Designer, Rapid Prototype Games

Florida Interactive Entertainment Academy (FIEA), August – December 2007

- Responsible for design, team management, sound integration, and programming for six game prototypes
- **Finalist** in shockwave game design contest for traffic related game prototype
- **Winner** of all school-wide game design competitions
- Successfully pitched a **winning fighting game** concept to **top industry executives**

Systems Engineer, Toy Story Mania! Toystorymania.com

Walt Disney World - Scientific Systems, January 2007-Present

- Assisted producers and creative directors with reaching video game and ride milestones
- Modified python scripts to integrate video game software into ride vehicles and computers
- Designed and implemented the submission and workflow process for the entire WDW Design Services Team
- Contributed to the successful completion of three software development projects

Prior Employment: IBM, Wal-Mart Corporate, University of Miami Information Technology Department, Electronics Boutique



GAME PRODUCTION SKILLS

Development: Gamebryo, Unreal Ed, Torque, Panda, Adobe Creative Suite, Fonix, Microsoft Project, Perforce, Maya, Visio

Production: Project Management, Excellent Presentation and Communication Skills, Scrum, Extreme Programming, Rapid Prototyping, Central Team Management, Game Play Tuning and Balancing, Creative Game Design Concepts, Motion Capture

Programming/Scripting: X-box XDK, C, C++, Assembly, Python, Flash Actionscript, Torque Script, OpenGL, DirectX, Kismet



EDUCATION

Grad 2008 **University of Central Florida - Florida Interactive Entertainment Academy**, Orlando, FL

Masters of Science, Interactive Entertainment (**4.0 GPA**)

Grad 2006 **University of Miami**, Coral Gables, FL

Bachelors of Science, Computer Engineering, December 2006



HOBBIES / INTERESTS

Video Games, Game Design, Mixed Martial Arts Training, Movies, Drawing, Music, Watching Cartoons, Comedy

References Available Upon Request