Etelberto Gomes

pangoriafallstar@gmail.com

550 Los Arbolitos Blvd #19 Oceanside, CA 92058 **760-672-6326**

<u>Linkedin</u> Portfolio

Game Designer

Skills

Software

- Microsoft Office
 - Microsoft Visio
 - Microsoft Visual Studio
 - Power Point
 - Word
 - o Excel
- o Unreal Development Kit
 - o Kismet
- Unity
- o Game Maker: Pro
- Photoshop
- o Flash
- o Perforce
- o HTML
- o CSS

Scripting

- Unreal Script
- Javascript
- Actionscript 2.0
- Game Maker Language (GML)

Desian

- o Game Balancing
- o Play Testing
- Mechanic Design
- o Level Design
- o Character Design
- Story Writing
- o Dungeon Master

General

- Customer Service
- Touch Typing
- Management
- o Fast Learner
- Documentation
- Editing
- Team Building Experience
- Rapid Iteration
- Agile Development
- Performance Reviews
- Delegating Tasks

Summary

Valuable person to any team due to dedication, analytic skills, and willingness to learn.

Game Projects

Summoner's Quest Oceanside, CA 4x4 Team 3 Week Dev Cycle

Designed game board, quarter of the cards, and mechanics. Tested online using Google Drive to proxy the board and card drawing.

Goalie Oceanside, CA Self 1 Week Dev Cycle

Designed and scripted the game using Unreal Script and Kismet.

The Resident Oceanside, CA
The Resident Team 10 Week Dev Cycle

Did the User Interface and User Experience, as well as worked on content, concept and design.

Tetrahedron Twister Oceanside, CA
Pangoria Fallstar 8 Week Dev Cycle
Worked from concept to release. Design, art, sound, and development.

Octahedron Obliteration Oceanside, CA
Pangoria Fallstar 02/2014-Current
Current project, working from concept to release. Design, art, sound, and

Escaped Oceanside, CA
Escaped Team 03/2014-Current

Team project, working from concept to release. Level Design, Story, Game Design. Projected 6 months to release.

Employment History

Digital Design Specialist Vista, CA PennysaverUSA.com 06/2005 – Current

- 5 Years Lead Experience
- Several Recognitions from Sales Department for Excellent Work
- Developed the Company's Employee Evaluation System
- Designed Web Sites for Clients

Education

development.

Bachelor of Science in Game Design June 2013

Full Sail University 3.62 GPA