



# andres ortiz gamedeveloper

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*Game Developer with a forte in adaptability and achieving overall design unity.*

## Specializations

- Thematic, Aesthetic and Mechanical Unity
- Refining and perfecting game mechanics and experiences.
- Experimental/Expressive Play
- Programming systems and modifying existing ones
- Character, setting and story design that coincides with gameplay
- Capturing essence of ideas in interactive experience
- Programming fundamental elements and functions to systems

## Computer/Software Knowledge

(most recent versions unless otherwise noted)

- Adobe Photoshop, Illustrator, Flash (AS2 and AS3), Fireworks and Dreamweaver; Corel Painter IX;
- Microsoft Office and Visual Studio 2005, 2008;
- Adventure Game Studio, RPG Maker 98, 2000, 2001, 2003 and XP;
- Unreal 3 Engine;
- Drupal 5.x and 6.x;

Programming Languages: C++, JAVA, UnrealScript, PHP, HTML, CSS. Experienced with object-oriented programming.

Operating Systems: Microsoft Windows, Apple Macintosh OS X.

## Professional Experience

- Summer 2009* Initiated work on NDA-Protected large-scale trading card game with two other business partners.
- Spring 2009* Independent freelance web design work for local companies *Horst & Company Hair Salon* and *Fred Williams Realty* in Savannah, GA.
- Winter/Spring 2009* Worked with team on *Avarice*, a single-player modification for the Unreal III Engine, as lead programmer. Built a standalone mod and manipulated UnrealScript to create custom gametype.
- Jan 30, 2009* Participated in Global Game Jam with Team Uzi as programmer, creating the game *Emo Kid in Toyland*.
- Fall 2008* Developed *Bats in the Belfry* independently, a Flash-developed experimental echolocation game.
- Spring 2008* Developed *Crossroads* independently, a C++ database-centered text RPG engine using the C++ visual SDK.
- Winter 2007 – 2008* Worked at independent developer Xibalba Studios in Monterrey, Mexico on yet-unreleased game *Icebreakers* as intern and took temporary role as level conceptual artist/designer. Several concepted levels are displayed on promotional video.
- 2006 – 2007* Worked with team on board game *Granuaile*, a game based off economic system of Monopoly. Conceptualized designs and worked on game mechanics.
- Worked with team on *Silhouette*, a prototype point-and-click movement game. Designed and developed own map as well as designed sound for game.

## Industry-Unrelated Experience

- 2007 - Present* Worked at Savannah College of Art and Design's Equipment Checkout centers. Currently still employed under title of Assistant Facilities Manager. Programmed their Shift Report form system using Drupal.
- 2006 - Present* Several years' experience as freelance 2D artist and designer.

## Honors and Distinctions

- 2008 - 2009* Artist and colorist for a published comic titled "What It's All About" as part of graphic novel anthology *Heathen City Volume II: Paved with Bad Intentions*. Available on Amazon.

## Current Projects

- NDA-Protected large-scale trading card game.
- House Rathrin*, a "social horror" game based around the idea of teamwork, cooperation and paranoia.
- Unreal III Mod Creation tutorial titled *Andres's Awesome UT3 Modding Tutorial*.
- RealityBend, a self-made RPG that has been in production since 2001.

## Education

- Fall 2006 – Spring 2009* **Savannah College of Art and Design**  
Digital Media and Game Development Major  
Class of '09 – Graduated Cum Laude