



# 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;
- Experience with VICON IQ and BLADE motion capture systems.

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 large-scale trading card game with two other business partners. in
- Spring 2009 Independent freelance web design work for local companies Horst & Company Hair Salon and Fred Williams Realty 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. SDK.
- Spring 2008 Developed Crossroads independently, a C++ database-centered text RPG engine using the C++ visual Icebreakers as
- Winter 2007– 2008 Worked at independent developer Xibalba Studios in Monterrey, Mexico on yet-unreleased game 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 -----

Designer/programmer for independent startup game project.  
Independent large-scale trading card game.  
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