

David Villatoro

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Game Designer with relevant coursework and real-world experience from the University of Southern California (USC). Experience in writing game design documents, creating and pitching game concepts, and developing paper and flash prototypes. Great familiarity of game design principles for social and health games. Strong leadership, organization, communication, and problem-solving skills to help lead a development team and deliver materials on time.

EDUCATION

BA in Interactive Entertainment, Minor in 3D Animation - *University of Southern California*, 2009

RELEVANT SKILLS

Programming: XHTML, CSS, Javascript, PHP, MySQL, Actionscript 3.0

Software: Autodesk Maya 2010, Adobe Flash CS5, Adobe Photoshop CS5, Adobe Dreamweaver CS5

Other: Leadership, Organization, Communication, Self-motivated, Team-oriented, Productive, Problem-solving skills, Bilingual (English and Spanish)

EXPERIENCE

Call of Duty: Modern Warfare 3

Central User Testing Intern, Activision | Blizzard

June 2011 – December 2011

- Worked with moderating team to moderate gameplay testing sessions by recording gameplay footage which would be used to provide developers relevant information on any usability issues in the game.
- In charge of running the testing sessions that were held in Treyarch studios to collect observational data from testers and discuss with developers.

Duodecim [012] Dissidia Final Fantasy

Quality Assurance Tester, Square Enix, Inc.

October 2010 – March 2011

- Examined and analyzed video game content for bugs and recorded them into the network's database which get sent to developers in Japan in order for fixing.
- Assisted in gathering gameplay footage and screenshots for ESRB rating.
- Proofread strategy guide pdfs written by BradyGames to make sure content of the gameplay were accurate before being published.

TRAINER

Lead Game Designer, USC Interactive Media / Humana Inc
2009

January 2009 – December

- As lead designer, I lead a team of Flash programmers to develop the first few iterations to present a playable prototype to Humana.
- Designed and programmed the battle system and the exercise levels while incorporating web cam technology to detect the player's movements during exercise levels.
- *Trainer* won the Grand Prize and the GE Healthyimagination student award in the Apps for Healthy Kids National Competition which is part of Michelle Obama's *Let's Move* campaign.

RELATED COURSES

Introduction to Interactive Entertainment · Game Design Workshop · Programming for Interactivity · Intermediate Game Development · Experimental Game Topics in Health · Designing Online Multiplayer Game Environments · Anatomy of a Game · 3D Industry Tools · Animation Fundamentals · 3D Character Animation