David Morales

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Education:

Carnegie Mellon University
Pittsburgh, PA | 2016-2020
BS in Computer Science
Minor in Game Design/Physics
GPA 3.68/4.0

Technical Skills:

Coding Languages:
Java, C, C++, C#, Python
Software:
Unity, Blender, Maya

Job Experience:

Suffolk YJCC - Camp Counselor
2014 - 2015

Trident Recreation - Lifeguard
2015 - 2018

G3 Technologies - Software
Engineer
2014 - 2015

Activities:

Cosplay@CMU
PR Head
2016 - present

Kiltie Band
2016 - present

Deewane A Cappella
2016 - 2018

Relevant Coursework:

53451 - Research Issues in Game Development (C#)
53376 - 360 Story and Sound (C#)
53312 - Guest Experience and Theme Park Design
15462 - Computer Graphics (C++)
98166 - Intro to Video Game Analysis
76270 - Writing for the Professions

Relevant Projects:

Sawblades (Unity)
● Worked with a team as lead programmer to create a virtual reality game for the HTC Vive
● Presented the game to playtesters for constructive feedback

X-tend (Unity)
● Created a 2D platformer puzzle game in Unity, including implementing core game mechanics as well as level design
● Presented the game to the public for playtesting and incorporated feedback into further iterations of the game

EmbodyVR (Unity)
● Designed a character and storyline to be experienced using the LeapMotion in VR
● Worked on removing the boundary between VR and reality

Peppo (Unity)
● Worked with a team as lead programmer to create an AR game using a holographic display and a LeapMotion
● Wrote the music to be used in the background to set the mood of each scene of the experience

Recorder Bot (Python, Arduino)
● Designed a GUI for music composition
● Wrote Arduino code to parse the inputted music notes and actuate servo motors to play a recorder

Musical Arrangements (Audacity, Noteflight)
● Combined popular songs using Audacity
● Arranged the song for a cappella performance using Noteflight