David Morales

demorale@andrew.cmu.edu
davidemorales.github.io
(917) 572-2925

5032 Forbes Avenue
Pittsburgh, PA 15289-5318

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

Gaming Cypher - Games Journalist
2018 - Present

G3 Technologies - Software Engineer
Summer 2019

Activities:

Cosplay@CMU
PR Head
2016 - present

Kiltie Band
2016 - present

Deewane A Cappella
2016 - 2018

Relevant Coursework:

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

Relevant Projects:

Bearly Alive (Unity)
- Led a team of 8 people as producer to develop a game for VR
- Set deadlines and delegated tasks to group members

Sawblades (Unity, Blender)
- 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

EmbodyVR (Unity)
- Designed a character and storyline to be experienced using the Leap Motion in VR
- Production revolved around removing the boundary between VR and reality

Peppo (Unity, Blender)
- Worked with a team as lead programmer to create an AR game using a holographic Looking Glass display and a Leap Motion
- Wrote 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

Osu!Shooter (C#)
- Incorporated found media to enhance the experience of an open-source rhythm game
- Experimented with frame buffers as well as importing between Unreal, Unity, and a standalone C# application