

David Morales

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5032 Forbes Avenue
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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

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:

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, 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

OsulShooter (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