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OBJECTIVE	A summer position to develop knowledge and gain experience as a programmer in the gaming industry
EDUCATION	<u>University of California, Los Angeles</u> Pursing B.S. in Computer Science and Engineering Currently Junior. GPA: 3.56 <u>Relevant Coursework completed or to be completed by June 2012:</u> Linear Algebra; Computer Graphics (OpenGL); Calculus (5 courses); Physics (2 courses, 1 lab); Probability & Discrete Structures; C++ (2 courses); Intro to Systems (x86-64, CUDA, OpenMP); Linux Lab; Course In Game Development; Game Institute Online Course Package (C++, Windows Programming, GUI Programming, 3D Graphics, Artificial Intelligence); Noesis SourceU curriculum.
SKILLS	C++ (VS 2010), C#, JavaScript, ActionScript, x86-64 Assembly, CUDA, OpenMP, OpenGL, GLUT, Python, Shell Script, Unity3D, Source Engine, Windows Programming, DirectX
EXPERIENCE	<u>Lead Programmer: Underhell (Mod Of The Year Top 10 at moddb.com) – Summer of 2011 to Present</u> Underhell is a Half-Life 2, action-survival horror first-person shooter modification for the Source engine. The Prologue has already been released (4 to 5 hours long) and received an award for Top 10 Player's Choice Mod of the Year for 2011. Chapter One (already 10-12 hours long) is in late stages of development. Working in a small team of volunteers including level designers, modelers, animators, music composers, and voice actors. Programming done in C++ <u>Source SDK (Level Design using Hammer and lip-synch with Faceposer)</u> Followed Noesis Interactive's SourceU curriculum. Classes included: "Introduction to Content Creation and Level Design", "Level Design & Scripting", "Mod Programming". Created a small 10-15 minute, 3-level single player, unnamed mod. <u>Unity SDK(Level Design and Scripting using C# and JavaScript)</u> Created 2 small games (<i>Off Rail Rescue</i> and <i>DrillDashers</i>) using Unity3D, both currently published in the UCLA Game Lab Website (http://games.ucla.edu/). Created scene graphs for benchmark use for research team as well as virtual tools for generating point clouds using a virtual rangefinder.
RESEARCH	<u>EdTech – UCLA Electrical Engineering Department – Fall of 2010</u> Developed projects for student use with educational technologies such as the myDAQ, a data acquisition device which works under a programming environment called LabVIEW. This team project was concluded with an oral/Powerpoint presentation to students as well as faculty. <u>RT Guidance for Critical Situations – UCLA Computer Science – Summer of 2011 to Summer 2012</u> Working with a team of students on guidance for emergency personnel during emergencies. Responsibilities included using UnitySDK to produce scene graphs from which virtual data could be acquired. Summer of 2011 concluded with a competition: a poster presentation given to university faculty held at the California Nanosystems Institute, third place acquired.
HONORS	Gates Millennium Scholar, 2010 UCLA Scholarship Recognition Award, 2010 Calexico High School Salutatorian, 2010 Third Place in 7 th and 8 th Annual RISE-UP Undergraduate Poster Competition, 2011-2012
PROFESSIONAL ORGANIZATIONS	Center for Excellence in Engineering and Diversity Society of Latino Engineers and Scientists American Indian Science and Engineering Society UCLA Game Lab
PORTFOLIO	http://charlyport.blogspot.com/