

CARLOS BARCELÓ

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EDUCATION	B.S. Computer Science Games	Aug 2022 - May 2025
	University of Southern California	
	<ul style="list-style-type: none">• Minor in Connected Devices and Making• Transferred From CSU Long Beach after 1 year• Relevant Coursework:<ul style="list-style-type: none">• Advanced Gameplay Programming in Unreal Engine• Real Time Animation (Unreal)• Board Game Design• IOS App development• Developing Connected Devices	
EXPERIENCE	Game Design Intern, Fantasy Escape Games Inc.	May - Dec 2024
	<ul style="list-style-type: none">• Created Design Outlines for virtual and in-person escape room experiences• Thoroughly outlined all 23 puzzles and narrative of a 135-page Puzzle Book• Initially a summer internship, but asked to continue due to exceptional work	
PROJECTS	Developer, "The Shower Must Go On"	Nov 2024 - May 2025
	<ul style="list-style-type: none">• GDC Alt Ctrl Finalist 2025. Independent Game Festival Nominee• Sole Developer in charge of all design, software, and hardware engineering.• Featured by IGN, CNET, PCGamer, CBS Bay Area	
	Technical Game Designer, "DuoQ"	June 2024 - May 2025
	<ul style="list-style-type: none">• Key role in 20-Person Senior Capstone Project in Unreal Engine• Designed and prototyped ability pairs for player character and AI companion• Created detailed Design Docs and Spec Sheets for use by other Engineers	
	Creative Director, "Trojan Horse"	Jan - May 2024
	<ul style="list-style-type: none">• Produced in-person escape room experience, personally conceived and pitched• Directed 15 themed-entertainment designers, writers, and engineers• Sold out all time slots in its limited run	
	Creator, Connect 4 Clock	June - Aug 2024
	<ul style="list-style-type: none">• One of a kind kinetic sculpture. Patent Pending	
KEY SKILLS		
	<ul style="list-style-type: none">• C++, C#, Python, Java, Swift• Game Programming (Unreal Engine, Unity)• 3D Printing, CAD (Fusion360)• IOT Electronic Design• Game/Puzzle Design• Themed Entertainment Production	<ul style="list-style-type: none">• Lifelong Learner• Problem Solver• Attentive Collaborator• Adobe After Effects and Premiere• Fluent in English and Spanish• SIACC Silver Medalist (Archery)