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SETH MARINELLO

GAME PRODUCER

EXPERIENCE

- Microsoft** **Producer - TaxiCity (In Development)**
Spring 2010 team management, technical design, scheduling
Website: taxicity.ca
- Department Of Energy** **Producer - Precipice Interactive Simulation**
Fall 2009 concept creation, scheduling, interface design, programming
*Website:*precipice.altereddreams.net
- Electronic Arts** **Producer/Designer Internship - Galactic Joe**
Summer 2009 flex code, interface & game design, technology research
Website: galacticjoe.com
Reference: Tom Boyd - Mentor - TBoyd@ea.com
- Zynga** **Designer - Unannounced Social Game**
Spring 2009 character design, pitch preparation, prototype programming
- Bardel** **Developer & Designer - Children's Casual Game (NDA)**
Winter 2009 game logic, interface art, network code
- Noise Management Institute** **Developer - Interactive Sound Information System**
2006-2008 program architecture, legacy code maintenance, build system
Website: <http://www.noisemanagement.org/>
Reference: David Dubbink - Manager - dubbink@noisemanagement.org

EDUCATION

- 2008-2010** **Masters of Digital Media (In Progress)**
Centre for Digital Media, Vancouver
- 2003-2007** **Bachelors of Computer Science**
Cal Poly, San Luis Obispo

SKILLS

- SOFTWARE** Photoshop, Illustrator, Flash, Flex, Unity, Visual Studio, IntelliJ, Eclipse
- LANGUAGES** Java 1.5+, ActionScript 3.0, C++, STL, ANSI-C, .NET, Processing, OpenGL
- DEVELOPMENT** Agile & Scrum, Version Control (SVN, Perforce), Trac, Object Oriented Design

- INTERESTS** Narrative, Game Design, Video Game History, Photography, Visual Design, Theatre Set Design, Computer History, Film, Open Source Software & Data