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SETH MARINELLO

GAME DESIGNER

EXPERIENCE

- Electronic Arts** **Level Designer - Battlefield 4**
Summer 2013 scripted streaming, animations and combat scenarios for single player levels
Website: www.battlefield.com/battlefield-4
- Visceral Games** **Designer- Dead Space Franchise**
Spring 2010-2013 designed and scripted combat and story setups. collaborated with numerous groups to integrate content, participated in several special feature design pods.
Projects: Dead Space 2, Dead Space 2: Severed, Dead Space 3
Website: deadspace.com
- Electronic Arts** **Producer/Designer Internship - Galactic Joe**
Summer 2009 flex code, interface & game design, technology research
- Noise Management Institute** **Developer - Interactive Sound Information System**
2006-2008 program architecture, legacy code maintenance, build system
Website: noisemanagement.org
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- GDC 2013** **Architecting a Multiverse**
Spring 2013 Presented the design process behind the CO-OP feature in Dead Space 3
- GDC 2012** **Building a Universe Through Details**
Spring 2012 Participated as part of the Level Design in a Day tutorial, delivering a lecture on my approach to environmental storytelling
- VFS Game Design Expo** **Creating Fun Through Fear**
Winter 2011 Presented the design philosophy behind horror employed during my work on Dead Space 2
Website: gamedesignexpo.com/2011/08/creating-fun-through-fear

EDUCATION

- 2008-2010** **Masters of Digital Media**
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, Frostbite, Maya
- LANGUAGES** Java 1.5+, ActionScript 3.0, C++, STL, .NET, Silverlight 3.0, OpenGL, XNA
- 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