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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