

Web: altereddreams.net
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SETH MARINELLO

GAME DESIGNER

EXPERIENCE

- 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
Website: gdconf.com
- 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
- Visceral Games Level 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
- 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
- Zynga Designer - Unannounced Social Game**
Spring 2009 character design, pitch preparation, prototype programming
- Noise Management Institute Developer - Interactive Sound Information System**
2006-2008 program architecture, legacy code maintenance, build system
Website: noisemanagement.org

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, IntelliJ,
- 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