

BRYAN I CASH

Game Designer / Programmer

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OBJECTIVE

To find a design position in the game industry.

WEBSITE

<http://www.magosong.com>

EDUCATION

- **Carnegie Mellon Univ.**, Pittsburgh, PA: Masters in Entertainment Technology, May 2007
- **Rice Univ.**, Houston, TX: B.A. in Computer Science (with focus on Artificial Intelligence), May 2005

EXPERIENCE

Schell Games

Game Engineer

Jan 2007 to Present

- Disney's Fairies Online – A Flash MMO for girls in the Disney Fairies Universe
 - Prototyped minigames, participated in design meetings, programmed part of the game framework.
- Unannounced Nintendo DS Title
 - Created a Flash animation tool used for the laying out of 2D cinematics, to then be imported to the DS.
 - Designed and implemented interactive story structure. Prototyped different methods of gameplay.
 - Programmed project engine's scene graph and basic lerping structure.

Skyrates Project

Designer / Programmer

Fall 2006

- Skyrates – A Flash Sky-Pirate MMO experimenting with sporadic play (meaningful gameplay for busy people)
 - Designed and implemented Crew, Skill Tree, and Tutorial Systems.
 - Designed and ran roleplay World Events for player base

Disney's VR Studio

Design / Programming Intern

Summer 2006

- Pirates of the Caribbean Online – MMO based on the Pirates of the Caribbean Movie Universe
 - Initial design of weapons tutorial.
- Toontown Online – Family friendly MMO in a world of cartoons
 - Designed and prototyped Treasure Diving minigame
 - Integrated and scripted combat effect assets. Designed confetti and fanfare for level up.

Living History Project

Experience Designer

Spring 2006

- USS Requin – Interactive Museum Exhibit for a WWII era submarine
 - Interviewed and cut together stories from submarine veterans
 - Designed and created content for six different interactive touch screens

Building Virtual Worlds Class

Scripter

Fall 2005

- Short turnaround projects in randomly created groups of a scripter, texturer, modeler, and sound artist.
 - *The Tale of the Lunar Moth* (3 weeks) – Programmed and designed mythological puppet show using a shadow-sensing screen for video projection, virtual costumery, and effects. Selected music and wrote script.
 - *Tennis Star* (1 week) – Programmed and designed a virtual reality game where a giant tennis player defends a city from an onslaught of UFOs. Programmed physics for the game, allowing the player to send UFOs flying off into the distance, or bounced repeatedly with the racket.
 - *Within the Deep* (2 weeks) – Programmed and designed experience for a shadow-sensing screen where player physically stands in front of the screen and swims about a 3D underwater adventure for treasure. Scripted out scenes, fish behavior, and underwater lighting.

Rice Players of Hamman Hall

Theatre Coordinator

Fall 2002 to Spring 2005

- General work running the local university theatre
 - Chaired the group dealing with alumni for fundraising and budget concerns. Stage managed, produced, and acted in productions. Worked with the other coordinators for selection of plays for new season.

SKILLS

Programming: C/C++, Actionscript 3.0, Python, JAVA, Scheme, HTML, PHP

Software: CVS, SVN, Perforce, Panda3D, Nitro SDK, NitroSystem, Photoshop CS, MySQL

Other skills: Theatre History, Creative Writing, Costuming, Stage Managing