

PEDRO E MELENDEZ U

GAMEPLAY PROGRAMMER

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Relevant Experience

- **Dare to be digital 2009 - Rock Rebellion - Team Thunderbirds**—Dundee, UK
Programmer
 - Prototype of a beat'em up game which uses Rockband guitar controllers.
 - Developed by a team of three programmers and two artists in 9 weeks using Gamebryo Lightspeed, C++ and Lua as scripting language.
 - Tasks performed include designing and developing of the combat system.
 - Set up of the art pipeline using Maya 2009 and the Gamebryo plugin for Maya and support art assets export.
 - Design of the particle systems used in the game.
 - Download:
<http://www.daretobedigital.com/FreeFullDownloadableGames/PlayFreeComputerGames/>
- **MSc (Computer Games Technology) University of Abertay Dundee @ Algoma University, Group project - Happmann.**—ON, Canada
Programmer: January, 2009–May, 2009
 - Prototype of a third person shooter game.
 - Developed by a team of six programmers and three artists using Torque Game Engine Advanced, C++ and TorqueScript as scripting language.
 - Performing networking and gameplay tasks.
- **MSc (Computer Games Technology) University of Abertay Dundee @ Algoma University, DirectX project - Mini Football soccer game.**—ON, Canada
Programmer: January, 2009–May, 2009
 - Prototype of a mini football soccer game.
 - Developed using DirectX 9.0c SDK and C++.
 - Models and animations were made in Maya 2008.
- **MSc (Computer Games Technology) University of Abertay Dundee @ Algoma University, Dissertation.**—ON, Canada
Author
 - Developing believable behaviours for non-player characters using Support Vector Machines.
- **PEVICOM**—Caracas, Venezuela
Founder / Lead Programmer: October, 2002–August, 2008
 - Management, supervision and active participation in developing technology projects.
 - Management and maintenance of the online game TuDomino.com with a base of 150,000 users
 - Participated in various project for web, windows and linux platforms.
- **Advantage Petroleum Technology**—Caracas, Venezuela
Programmer: February, 2001–October, 2002
 - Development of software for Automatic Seismic Event Detection using 3D seismic images analysis and machine learning.
- **System engineer Universidad Metropolitana, Thesis.**—Caracas, Venezuela
Author

- Adaptative Identification of Invariant Features for Face Recognition

Education

- **University of Abertay Dundee via Algoma University**—Sault Ste. Marie ON, Canada
M.Sc. in Computer Games Technology
 - Projected Ending Date: December, 2009
 - Projected Graduation Date: June, 2010
- **Universidad Metropolitana**—Caracas, Venezuela
Systems Engineer
 - Class Rank: 10 / 69
 - Graduation Date: September, 2000

Publications

- **Controlling non-player characters using Support Vector Machines**, Extended Abstract, Futureplay 2009 @ GDC Canada 2009
- **NHL 09 review**, Master in gaming - Games Review website, <http://mastersgamereview.com/game-reviews/?id=14>

Languages

- Native Spanish speaker.

Skills

- **Operating Systems:** Linux (Ubuntu, Red Hat, and Debian), Windows 98/2000/XP/Vista
- **Computer Languages:**
 - Proficient in C, C++, C#, Java, PHP, SQL
 - Familiar with Perl, Lua, TorqueScript
 - Experienced with object oriented design and programming
- **Tools and Systems:**
 - Proficient in Visual Studio 6/2003/2008
 - Familiar with Gamebryo Lightspeed, Torque Game Engine Advanced, Maya 2008/2009, Photoshop, Subversion, Perforce, Flash MX/MX 2004, Netbeans 6.x, MySQL, Oracle 9i

Leisure Activities

- One and a half years of study in classic guitar.
- One and a half years of training in aikido.
- Two months of training in card magic.
- Member of the IGDA Chapter Caracas.

References

- Available upon request.