
Computer Game Designer Resume

Job Objective

Seeking a position as a Computer Game Designer where I can apply my skills and knowledge in the field towards the growth and development of the company.

Highlights of Qualifications:

- Remarkable experience in Production, Development and Design of Computer games
 - Excellent knowledge of establishing a field of game design
 - Proficient with audio, game logic, AI, cameras, networking and creature animation
 - In depth knowledge of Memory and CPU optimization, and cross-browser compatibility
 - Skilled at Flex, Flash, CS3 Professional and Action Script applications
 - Ability to work in a team using agile methodology
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Professional Experience:

Computer Game Designer
Watson, Inc., Alexandria, LA
April 2006 – Present

- Designed latest storytelling games.
- Designed controls, dialogs, puzzles, and mini-games.
- Designed characters, different game levels and puzzles.
- Implemented front end and menu systems, NPC interactions.
- Ensured that the character behaviors are in accordance to story specifications and game play needs.
- Ensured to maintain the game design vision from product development through implementation.

Computer Game Designer
Arkia Corporation, Alexandria, LA
June 2002 – March 2006

- Developed technical designs and engineering plans for high quality products.
 - Designed and developed games using Action Script and Scale form.
 - Performed with APIs, and related modules to support future game development.
 - Managed to improvise game mechanics and balance.
 - Assisted the lead programmer with the gaming projects.
 - Managed architecting and development of common game frameworks.
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Education:

Bachelor's degree in Computer Science
Carlos Albizu University–Miami, Florida, FL

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