

# Edmundo Ruiz

edmundo@edmundito.com - www.edmundito.com

## Experience

Jun 2008 — Present  
Pittsburgh, PA

### Schell Games

**Development Lead** - Unannounced expansion in *Toontown Online*, 3D MMORPG

- Directed and prioritized feature development for two multiplayer arcade-styled mini-games
- Provided multiplayer gameplay programming with Panda3D and Maya art pipeline support

**Technical Lead** - Unannounced game for the *Nintendo Wii*

- Prioritized and scheduled tasks with the team's technical staff
- Developed game engine systems powered by the Gamebryo SDK including Lua-based scripting, scene management, and scheduled programmatic animations

**Designer/Programmer** - Dance game for *Hangout.net*, Unity-based online world in *Facebook*

- Developed multiplayer rhythm-matching mini-game systems including creating new play sessions, allowing players to hop in and out of gameplay at anytime, and keeping time synchronized among all players

**Designer/Programmer** - Player parties in *Toontown Online*

- Developed system infrastructure and multiplayer mini-games for player-created festivities
- Maintained the internal tools and asset build pipeline

**Game Engineer** - Unannounced massively multiplayer online game for *Windows*

- Developed a character animation system and player controls for a multiplayer prototype through the Vision SDK
- Designed technical overview of the client-server architecture which included integration with Games for Windows LIVE

Aug 2007 — Dec 2007  
Pittsburgh, PA

**Intern Game Engineer** - *Toy Story Midway Mania*, interactive theme park attraction

- Developed initial iterations for a stereoscopic 3D, physics-based shooting gallery level
- Assisted with the development of parallax scrolling across multiple screens

May 2007 — Aug 2007  
North Hollywood, CA

### Disney Interactive Media Group

**Intern Gameplay Programmer** - *Pirates of the Caribbean Online*, 3D MMORPG

- Designed and developed user interfaces, iterated player character to NPC interactions, scripted short non-interactive sequences, and solved network programming issues

## Skills

Programming C/C++, Python, ActionScript 3, C#, JavaScript, Lua, Lisp, HTML, CSS, SQL, XML, JSON

Tools and SDKs Visual Studio, Eclipse, Unity, Flash, Maya, Photoshop, MySQL, Visio, Perforce, Subversion, CVS, Cygwin, Trinigy Vision, Gamebryo, Panda3D, PhysX, Django, jQuery, Flixel

General Scrum, Game Design, Web Development, Television Studio Production, Video Editing, Graphic and Interaction Design, Fluency in Spanish

## Education

Graduated May 2008  
Pittsburgh, PA

**Carnegie Mellon University, Entertainment Technology Center**

Master of Entertainment Technology

Graduated May 2005  
Fayetteville, AR

**University of Arkansas**

Bachelor of Science in Computer Science  
Minor in Art, concentration in Visual Design