

Renato Orellana

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Phone: (702) 468-6259

SKILLS

- **Level Editors:** UnrealEd, Aurora engine (NeverWinter Nights), Warcraft III World Editor
 - **Level Design:** BSP Block out, level planning, layout design, in game scripting and code, level and game design documentation
 - **Art Tools:** Photoshop, Illustrator, Flash, 3D Studio Max, ProTools, Zbrush, Dreamweaver and familiar with the latest Maya software
 - **Design Tools:** MS Word, MS Power Point
- Fluent in Spanish and English
- Exposure to C++ and experienced in Action Script 2.0

GAME EXPERIENCE

Billionaire Mafia 2008

Programmer/Flash Game Designer

- Developed and created Flash mods
- Set up 2D games to work with the existing arcade program through the use of PHP
- Adapted existing Flash applications to fit cohesively with the layout of the existing website

Fist to Face Productions 2007

Lead Game/Level Designer

- Researched and developed procedures to aid in level and game design
- Set up the game to be self-executable and linked resources to load from a single folder through the .ini
- Scripted in-game events such as enemy and boss encounters as well as cinema triggers
- Sub classed new objects such as exploding trees, npc, and enemy vines
- Created the template for the in-game dialogue boxes and set up a procedure for implementing the dialogue
- Graphically designed and scripted the original H.U.D.
- Scripted the main page for Thrive

EDUCATION

The Art Institute of Las Vegas

B.S. Game Art and Design, GPA 3.4

WORK EXPERIENCE

Southwest Electric August 2008– Present

Purchasing, Sales, and Invoicing

Billionaire Mafia June 2008 – August 2008

Flash Game Designer /Action Script Programmer

Southwest Electric March 2005 – June 2008

Warehouse Operative