

# Daniel Rodríguez Cuberos

**Email** daniel@danielrodriguez.info  
**Address** 6656 ½ Ridgeville St, Pittsburgh, PA 15217  
**Phone** 412-8052255  
**Email:** daniel@danielrodriguez.info

## OBJECTIVE

To obtain an programming Coop in the videogame industry for the fall of 2009

## EDUCATION

### **Masters in Entertainment Technology. Expected, December 2009**

Carnegie Mellon University  
Pittsburgh, PA. USA

### **Computer and Software Engineering**

Universidad de Los Andes  
Bogotá, Colombia

## SKILLS

- Windows, Linux (Ubuntu, Fedora).
- Design and development using UML, OOP and Design Patterns
- Programming in C++, C#, Java, JavaScript, ActionScript3, and Python
- Database Design and Development (Oracle, MySQL, PostgreSQL)
- Game Development with Panda3D. Experience with OpenGL.
- Languages: English (fluent), Spanish (native).

## EXPERIENCE

### **Game Design (January 2009 – May 2009)**

#### **Entertainment Technology Center, CMU, Pittsburgh, PA**

Mentored by Jesse Schell. Designed and developed different kinds of games, such as playground games, dice games and adventure games, among others.

### **Sketch-it-Up! (January 2009 – May 2009)**

#### **Entertainment Technology Center, CMU, Pittsburgh, PA**

**Role:** Programmer

This was a student-pitched project that aimed to allow game developers to easily explore those new and innovative ideas and test their feasibility.

I was responsible for

- Visual Edit and Selection Tool (Highlight, rotate, scale, movement)
- UI co-design and co-development.

### **Patient Experience (August 2008 – December 2008)**

#### **Entertainment Technology Center, CMU, Pittsburgh, PA**

**Role:** Programmer.

A project for UPMC; developed a tool used in the days following a THR/TKR<sup>1</sup> surgery. We used a Nintendo Wii Balance Board and an Inertial Measurement Unit (IMU).

I was responsible for

- General Game Logic
- Toolset setup
- IMU reader in C# and connection to AS3, so its data is available to the game.

---

<sup>1</sup> THR/TKR: Total Hip Replacement/Total Knee Replacement

**H.J. Heinz Regional History Museum (Summer 2008)  
Pittsburgh, PA**

**Role:** Programmer

Improved an existing audience participation game that occupies space in the museum.

I was responsible for:

- Design of the game architecture according to the Game Designer
- Development in ActionScript 3.

**Building Virtual Worlds. (February - June 2008)  
Entertainment Technology Center, CMU. Adelaide, South Australia**

- **Krazy Cook:** Programmer of an interactive experience where the users were involved in a date gone wrong.
- **End of The World:** Programmer for an interactive experience that immersed the users in a radioactive fallout scenario. (Run to the Shelter).
- **Space Station:** Co-Programmer and Co-Designer for an experience that immerses the users in a tour of a virtual space station.
- **Cube 2D:** Co-programmer and Technical Lead for a physics based game using the ETC's Jam-O-Drum. The game involved multiple players doing different tasks to achieve a common goal.
- **2009: A Chicken Odyssey:** Co-programmer for a three player, co-operative game that featured exploration and enemies that talk back intelligently!

**G2 Colombia (August 2006 – December 2006)  
Bogotá, Colombia**

Supervised interactive media development for G2 Colombia. G2 is the Global branch of the GREY Group that deals with communications that go beyond traditional advertisement, such as BTL and interactive media.

**Quyne S.A. (May 2006 – September 2007)  
Bogotá, Colombia**

Software Architect and Lead Developer for various Web Development projects based on various Java Web frameworks. Spear-headed design and development of products that complies with web standards.