

GREGORY PENG

Technical Game Designer

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US Citizen

OBJECTIVE	A full time position in the games industry that leverages a background in game design, engineering, and production (i.e. technical game designer , gameplay programmer , or assistant producer)
SPECIALTIES	game systems ▪ combat design ▪ rapid prototyping ▪ coding ▪ scripting project management ▪ design documentation ▪ experimental gameplay
EDUCATION	Carnegie Mellon University , School of Computer Science Senior, Graduating May 2008 Majors: Computer Science , Human Computer Interaction Minor: Japanese GPA: 3.46 Alumnus of Thomas Jefferson High School for Science and Technology
COURSEWORK	Computer Graphics ▪ Computer Game Programming ▪ Game Design (ETC) Software Architecture for User Interfaces ▪ Design of Educational Games
SKILLS	C/C++ ▪ Java/C# ▪ Lua ▪ JavaScript/ActionScript ▪ CSS/HTML ▪ x64 assembly English ▪ Mandarin Chinese ▪ Japanese OpenGL/XNA/DirectX9 ▪ WinAPI/SDL ▪ Java Swing/SWT
GAMEDEV	Technical Design Intern – Electronic Arts Los Angeles <i>Summer 2007</i> <ul style="list-style-type: none">Member of design team on Doug Church/Steven Spielberg project (LMNO)Wrote design specifications for core game systems, worked with engineers and animators to bring them to implementation stagesPrototyped game systems and developed design tools in XNACombat design and tuning in UnrealScript/UnrealEd Director of Development – Game Creation Society <i>2006, 2007</i> <ul style="list-style-type: none">Supervising over 20 student-led projects across three semestersTeaching, initiating, and evolving indie game development methodsMore information available at gamecreation.org Independent Game Developer <i>2004 - 2008</i> <ul style="list-style-type: none">Project lead on four games; student teams of size 9 to 195 x lead designer, 4 x lead programmer, and frequently in an assortment of supporting roles (gameplay programmer, level designer, artist)Completed twelve games, with three more currently in developmentPortfolio available at pengink.com
SOFTDEV	Software Engineer Intern, Speech Recognition – Vocollect <i>Summer 2006</i> Research Assistant – CMU Vision and Mobile Robotics Lab <i>Spring 2006</i> Software Engineer Intern, SGS – Avtec Systems <i>Summer 2005</i> Research Assistant – Georgetown University ISIS <i>Summer 2003</i>
ACTIVITIES	Conference Associate: Game Developers Conference 2008 IndieCade Volunteer: E3 Media & Business Summit 2007 Imagine Cup: Attended Software Design Invitational East Coast Regional 2007 Team Puzzle Solving: Microsoft College Puzzle Challenge 2007 1 st Place (CMU) CMU Fencing Club: Avid fencer for 10+ years