



DAVID R. CHAVERRI

TECHNICAL DESIGNER

CONTACT INFO:

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SUMMARY OF QUALIFICATIONS

Dynamic Designer with a strong programming background who throughout his career has utilized his programming skills, resourcefulness, and technical knowledge to transform creative ideas into engaging interactive video games.

RELEVANT SKILLS

Programming Experience:

- ◇ Object Oriented, Event Driven & Modular Programming
- ◇ C++ & C#
- ◇ Python & Lua Scripting
- ◇ HTML5 / CSS3 / JavaScript

Front-end Development:

- ◇ Design Principles
- ◇ UX / UI Wireframes
- ◇ Web Frameworks
- ◇ CSS Preprocessors

Game Engines:

- ◇ Frosted Game Engine
- ◇ Unreal Engine
- ◇ Unity Game Engine
- ◇ Valve's Source Engine

Experience with:

- ◇ Most common repositories
- ◇ Multiple Bug Tracking Systems
- ◇ Adobe Design Software
- ◇ Working remotely

PROFESSIONAL EXPERIENCE

Technical Designer Dec 2018 - Jan 2020
Electronic Arts (EA) Sports Orlando, FL

- ▶ Introduced an all-new playable mode, "Face of the Franchise: QB1", a guided experience following the journey of a player-created Quarterback to NFL stardom
- ▶ Conceptualized, programmed and implemented responsive story-lines as dynamic events that reflected the users' performance and enhanced the player experience
- ▶ Shipped title: *Madden 20*

Gameplay Programmer Mar 2015 - Jan 2018
Telltale Games Inc. San Rafael, CA

- ▶ Partnered closely with designers, animators and producers to develop interactive game levels by scripting Quick Time Events, player movement, combat, interactive dialogs, etc.
- ▶ Developed several key features and core mechanics such as the *Game of Thrones'* attachment system and *Batman's* "Cyber-eye", all while maintaining clean, reusable code
- ▶ Shipped titles:
 - *Guardians of the Galaxy; Tangled Up in Blue*
 - *Batman: The Telltale Series; Season 2*
 - *The Walking Dead; Season 3*
 - *Game of Thrones; Season 1*
 - *The Walking Dead Michonne; Season 1*
- ▶ Additional Programming Support:
 - *Minecraft Story Mode; Assembly required*
 - *Tales from the Borderlands; The Vault of the Traveler*

Cinematic Artist Oct 2013 - Mar 2015
Telltale Games Inc. San Rafael, CA

- ▶ Responsible for managing the pace and intensity of a scene by acting characters, staging cameras, combining lighting and visual effects to produce high-quality cinematics
- ▶ Shipped titles:
 - *The Walking Dead; Season 2, Episodes 1 & 2*
 - *The Wolf Among Us; Season 1*

HIGHER EDUCATION

Bachelor's in Computer Science Sep 2009 - Sep 2012
New England Institute of Technology. Warwick, RI

- ▶ Concentration in Video Game Development and Systems Simulation Technologies