

# ALEX ROMO

Gameplay Scripter

## CONTACT

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## EDUCATION

*Bachelor of Science in Computer Game Dev*  
**DePaul University**  
Chicago, Il. | 09.06—06.10

## SKILLS

Call Of Duty GSC Script | *Adv. Proficiency*  
Call Of Duty UI Script | *Adv. Proficiency*  
UltraEdit + ScriptDev | *Adv. Proficiency*  
Visual Studio '05 + '08 | *Adv. Proficiency*  
Radiant | *Adv. Proficiency*  
Asset Manager | *Adv. Proficiency*  
Maya 8.5 + '09 | *Adv. Proficiency*  
Rex + IW Launcher | *Proficient*  
Effects Ed | *Proficient*  
BSP Blockout | *Proficient*  
Kismet Script | *Proficient*  
Unreal Ed | *Proficient*  
Hammer Editor | *Proficient*  
Radix (Wii Debugger) | *Proficient*

## PROFESSIONAL EXPERIENCE

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**ASSOCIATE GAME DESIGNER** | Call of Duty: Modern Warfare 3 | *Treyarch*  
Santa Monica, Ca. | 03.11—Present

- Porting Singleplayer maps for the Wii (Primarily responsible for Manhattan, Harbor, and Paris AC130)

**ASSOCIATE GAME DESIGNER** | Call of Duty: Black Ops | *Treyarch*  
Santa Monica, Ca. | 07.10—Present

- Porting Singleplayer maps for the Wii (Primarily responsible for Creek, Hue City, and Cuba)
- Assembled Mod Tools and Documentation for PC, re-designed Mod Tools Launcher
- Created two Multiplayer gamemode examples -- “Juggernaut” and “Hide N’ Seek”

**MOD TOOLS TESTER** | Call of Duty: World at War | *Treyarch*  
Santa Monica, Ca. | 07.08—11.08, 03.09, 06.09, 08.09

- Contracted to exercise and ensure quality in public Mod Tools
- Documented Singleplayer / Coop / Zombie mapping and scripting for online wiki
- Created two Zombie Coop example maps -- “Kyassuru” and “Der Frost”

## MODIFICATION EXPERIENCE

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**INSERTION MAP PACK** | Call of Duty 4: Modern Warfare | 01.11—Present

- Designing and scripting three Singleplayer levels in partnership with a Level Builder
- Implmented Menu/UI assets and script for mod

**PROJECT NOVA** | Call of Duty: Black Ops | 05.11—Present

- Scripted Multiplayer Mod based on the theme of Nova Six gas and bio suits
- Created two new game modes -- “Asphyxiation” and “Rebirth”

**THE LAST CHRISTMAS** | Call of Duty: World At War | 08.09

- Implmented Zombie Coop gameplay and added FX using CreateFX

**OMAHA BEACH** | Call of Duty: World At War | 05.09—06.09

- Created level geoemtry and scripted brief Singleplayer mission with player as a German

**DOWN THE DRAIN** | Gears Of War | 05.08—06.08

- Implmented Kismet script for Singleplayer mission on a school project in a team of six

**BACKLOT** | Call of Duty 4: Modern Warfare | 05.08

- Designed and scripted Singleplayer level using Geo provided by Infinity Ward in tools

**N.Y. SUBWAY** | Call of Duty 4: Modern Warfare | 02.08

- Scripted Singleplayer mission in partnership with a Level Builder

Portfolio can be viewed at  
[www.alexromo.com](http://www.alexromo.com)