

Alex Romo

Gameplay Scriptor
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Technical Qualifications

Demonstrable proficiency in the use of various editors: Radiant, UnrealEd , and Hammer. Game scripting experience using: CoDScript, Kismet, Lua, and Hammer Script.

Professional Experience

Call of Duty: World at War – PC Mod Tools Tester + Quality Assurance
Treyarch (July 2008 - Nov 2008, March 2009, June 2009, August 2009)

- Contracted to exercise and ensure quality in public SDK.
- Documented Single-player/Co-op / Zombie mapping and scripting for online wiki.

Student / Modification Experience

Showdown (Unreal Tournament 3 Coop Map / Mod) – Scripting + Level Design
May 2010 - Present

Real Time Strategy Mod (Call of Duty: World At War Co-op Mod) – Gameplay Scripting
August 2009 - Present

The Last Christmas (Call of Duty: World At War Co-op Map) – Gameplay Scripting
August 2009

Omaha Beach (Call of Duty: World At War Single-Player Map) – Scripting + Level Design
May - June 2009

Backlot (Call of Duty 4: Modern Warfare Single-Player Map) – Gameplay Scripting
May 2008

Down The Drain (Gears of War Single-Player Map) – Gameplay Scripting
May - June 2008

Education

DePaul University, Chicago IL (2006 – 2010)
Bachelor of Science – Computer Game Development

Skills

- Fast BSP block-out
- Software
 - Maya 8.5, Visual Studio 2005 + 2008, Photoshop CS4, Flash CS4, SVN
- Scripting -- *Proficient*
 - C-based (CoD Engine)
 - Kismet (Unreal Engine 3)
- Level and mission flow planning.
- Organized and work well under deadlines.
- Excellent written and verbal communication.
- Scripting -- *Intermediate*
 - Lua
 - ActionScript
 - Hammer (Source Engine)
 - Unreal (Unreal Engine 3)