

Carl Dungca

Objective	Lifelong student of game design seeks to provide a critical eye to in-development projects to ensure their highest quality while keeping in mind budgetary (financial & temporal) concerns. Sees portable market as the segment with greatest growth potential in technology and innovative gameplay styles.		
Education	Fall 2003 - present	University of Central Florida	Orlando, FL
	Digital Media, Internet & Interactive Systems		
	§ 3.49 GPA		
Experience	06/06 – current	Best Buy	Orlando, FL
	Geek Squad, Computer Technical Support Sales Floor, Media		
	Summer 2006	University of Central Florida	Orlando, FL
	Associate Designer, “RegEx puzzle game”		
	<ul style="list-style-type: none">• Game design• Scenario writer		
	06/06 – 07/06	Target	Oviedo, FL
	Sales Floor		
	Spring 2006	University of Central Florida	Orlando, FL
	Programmer, “Death game”		
	<ul style="list-style-type: none">• Script AI and player quests• Script cut scenes• Level design		
	2005 – current	Sony Computer Entertainment America	Orlando, FL
	PS2/PSP Online Beta Tester		
	<ul style="list-style-type: none">• Play-test online multiplayer betas• Submit bug reports		
	06/01 – 08/01	McDonald’s	Orange Park, FL
	Food Preparation		
Involvement	<ul style="list-style-type: none">• Digital Media Association Events Coordinator, Spring ‘04• UCF SIGGRAPH Communications Chair, ‘04-‘05• UCF LEAD Scholar		

Awards received

- National Merit Scholar
- Florida Bright Futures Academic Scholar
- AP Scholar with Honors
- Dean's List: Fall 05, Spr 06

Skills

- Web Design (MS Frontpage, Macromedia Dreamweaver)
- Graphics Design (MS Photodraw; Adobe Photoshop)
- Desktop Publishing (MS Publisher; Adobe PageMaker/InDesign)
- Video Editing (Final Cut Pro)
- Programming (C, video game scripting)