

**Francisco “Andre” Morales**

284 River View Circle  
Lehi, UT 84043

**Website: [www.HammerFell.com](http://www.HammerFell.com)**

Cell Phone: 407-462-9288

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**Skills:**

<b>Development Languages:</b>	<b>Operating Systems:</b>	<b>Business Application Knowledge:</b>
Microsoft Visual C/C++	Microsoft Windows XP/Vista	Microsoft Word
ActionScript 2.0/3.0	OSX	Microsoft Excel
XHTML		Microsoft PowerPoint
CSS		Microsoft Visio
JavaScript (JQUERY)		Microsoft Project
Lua		
<b>Adobe Products</b>	<b>Modeling Programs</b>	<b>Game Development Tools</b>
Photoshop CS4	Maya 2009	Unreal 2004 Level Editor
Flash CS4	3D World Studio	Unreal III Level Editor
Dreamweaver CS4	Google SketchUp	Torque Game Engine
Fireworks CS4		
Illustrator CS4		
After Effects CS4		

**Work History:**

**Sensory Sweep Studios**

**Game Designer**

**2007-2009**

***The Tale of Despereaux (PC, XBOX 360, Wii, PS2) Published***

**Position:** Level Designer, Scriptor, Tester

**Description:**

- Scripted Camera work for various levels
- Scripted in-game cut scenes and dialogue
- Placed props and characters within levels to provide atmosphere
- Reviewed and recommended level design changes to better address the target market
- Tested various game play and level designs
- Worked with QA manager for focus testing target market

***My Chinese Coach (Nintendo DS) Published***

**Position:** Translator

**Description:**

- Translated English to Chinese for the game's database
- Error checked previous entries in the database for errors and omissions

***Drama Queens (Nintendo DS) Published***

**Position:** Tester

**Description:**

- Tested User Interface Design
- Tested Gameplay

***Paranormal (XBOX 360) Unpublished***

**Position:** Lead Game Designer, UI Designer, Level Designer, Fiction Writer

**Description:**

- Designed survival horror game with in-depth character development utilizing RPG elements
- Created unique characters which drove gameplay mechanics and level design
- Wrote a custom fictional story which included historical and geographical references
- Provided marketing analysis documents and a marketing strategy for the game

***Vacation Isle (Nintendo Wii) Unpublished***

**Position:** Level Designer, Scriptor

**Description:**

- Designed a interactive themed level for the game

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- Focused design on addressing critical publisher feedback on prior designs
- Scripted user interactions and camera system for the level
- Worked closely with concept art team to establish visual feel for the level
- Wrote game level fiction incorporating real world locations and mythologies

**Iron Stars (XBOX 360) *Unpublished***

**Position:** Lead Multiplayer Game Designer, Level Designer, Fiction Writer

**Description:**

- Designed multiplayer game play scenarios for a first-person shooter
- Wrote multiple story backgrounds for the multiplayer missions
- Wrote the game demo story, designed demo level, and demo boss encounter
- Designed additional weapons for multiplayer gameplay

**Federation of Galaxy Explorers**

**Lead Game Developer/ Graphics Designer**

**2006 - 2007**

**MoonBaseOne *Published***

**Position:** Designer, Programmer, Artist

**Description:**

- Created Design Document for an online educational game for kids
- Created hand drawn concept art which was rendered in Photoshop
- Built 3D game structures using a CSG brush program: 3D World Studio
- Built 3D game models using Maya 7.0
- Created all textures using Photoshop CS
- Participated in a dynamic team environment with members around the country

**Giga**

**Lead Game Developer**

**2003-2005**

**Eternium *Unpublished***

- Created marketing and competitor analysis documents
- Participated in creating design documents and developed the internal MMO I.P.
- Addressed key online gaming issues regarding player retention, game development and expansion plans, quest design, and community development design.

**Education:**

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- **Full Sail Real World Education** Winter Park, FL
    - Associate of Science, Game Design and Development April 2005
  - **International Academy of Design and Technology** Tampa, FL
    - Associate of Science, Computer Animation September 2003
    - Graduated Magna Cum Laude
  - **University of South Florida** Tampa, FL
    - Pursued multiple areas of study including engineering, psychology, and creative writing

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**References:**

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**Paul Howell**

Relationship: Former coworker at Sensory Sweep Studios  
Current Job: Java Programmer  
Phone number: 801-505-1521

**Scott Thurman**

Relationship: Former coworker at Sensory Sweep Studios  
Current Job: Multimedia Engineer at Lockheed Martin  
Phone number: 615-430-8786

**Sam Curnow**

Relationship: Former coworker at Sensory Sweep Studios  
Current Job: Game Designer  
Phone number: 801-234-0311