

Elliot Maximillian Pinkus

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Seeking Game Design Position

(Available June 2010, USA/Canada Dual Citizenship)

Education

Massachusetts Institute of Technology, Cambridge, Massachusetts — S.M. Candidate, 2010,
Comparative Media Studies

Cornell University, Ithaca, New York — B.A., 2008, Computing & Information Science,
Game Design Concentration

Professional Experience

GAME DESIGNER, SILICON KNIGHTS, ST. CATHARINES, ONTARIO, CANADA **SUMMER 2009**

- Design duties included mechanics, combat, quest, interface, and AI.
- Maintained design documentation.
- Scripted AI, placed NPCs, and implemented pathing using the level editor.

RESEARCH ASSISTANT, SINGAPORE-MIT GAMBIT GAME LAB, CAMBRIDGE, MA **2008-PRESENT**

- Performed thesis research on sensual immersion through graphical interfaces.
- Designed two games (Pax Pox, Moki Combat V2.0).
- Teaching Assistant for Introduction to Video Game Studies.
- Created and led a class about developing board game expansions.
- Created and led a class examining literal and metaphorical games of Orson Scott Card's Ender's Game.

GAME CURRICULUM DEVELOPER, ITHACA HIGH SCHOOL, ITHACA, NY **2007-2008**

- Organized and developed a game development curriculum for high school students (part-time).

GAME DESIGNER, EDUCATION ARCADE, MIT, CAMBRIDGE, MA **SUMMERS 2006 & 2007**

- Summer 2006: Developed concept and designed first deliverable set of puzzles for Lure of the Labyrinth. Developed concept for a virtual tour game.
- Summer 2007: Designed additional new puzzles while polishing others. Improved gameplay elements.

Game Development Projects:

PICKUP, MIT **SPRING 2010**

Role: Game Designer

Proposal for an online dating site utilizing game-based interactions. 4-person team.

Designed gameplay, wrote design documentation, and created site and game mock-ups.

PAX POX, GAMBIT GAME LAB, MIT **WINTER-SPRING 2010**

Role: Game Designer

Designed a pervasive live-action game for use at the Penny Arcade Expo. 7-person team.

Conceptualized gameplay, wrote design documentation, and developed prototypes.

SHADOWS OVER SHANGRI-LA & CIVILITÉ, MIT **SPRING-FALL 2009**

Role: Game Designer

Two Alternate Reality / Live Action Games developed, in part, for a CMS Master's Thesis.

Designed game mechanics, wrote design documentation, and ran the game.

MOKI COMBAT V2.0, GAMBIT GAME LAB, MIT **FALL 2008-SPRING 2009**

Role: Game Designer

Horseback action game with physics-based jousting combat. 5-person team.

Designed mechanics and interface as well as levels.

JOURNEY TO THE STARS, CORNELL UNIVERSITY**SPRING 2008**

Role: Project Leader and Designer

Adventure-RPG game exploring a randomly generated galaxy with action mini-games. 4-person team.
Organized team, planned the project, designed and wrote the game.

LURE OF THE LABYRINTH, EDUCATION ARCADE, MIT**SUMMERS 2006 AND 2007**

Role: Game Design and Prototyping

An online puzzle adventure game, designed to promote math and literacy skills. 5-person design team, with programming and art professionally outsourced.
Conceptualized and prototyped puzzles, and wrote thorough design documents.

WORLD OF SPELLCRAFT, CORNELL UNIVERSITY**SPRING 2007**

Role: Game Design and Writing

Designed mechanics and levels, wrote the manual and co-wrote the story. 7-person team.
Action-RPG where spells are cast through combinations of runes.

EXPERIMENTAL GAMEPLAY PROJECT, CORNELL UNIVERSITY**FALL 2006**

Role: Game Design and Programming

Games explored themes including Aging, Sleep, and "Backwards." 3-person team
Co-writer, co-designer, and sole programmer.

THE LAST LEMI, CORNELL UNIVERSITY**SPRING 2006**

Role: Game Design and Programming

Co-designer of mechanics and levels while primarily working as a programmer. 5-person team.
Side-Scrolling Action-Platformer featuring a kumquat-throwing lemur.

Leadership Experience**Teaching Assistant**, Introduction to Video Game Studies, MIT: 2009**Instructor/Creator**, Board Game Design: Expansions, MIT: 2010**Instructor/Creator**, The Games of Ender's Game, MIT: 2009**Project Leader**, Adventure Engine Tutorial, MIT: 2009**Project Leader**, Journey to the Stars, Cornell: 2008**Vice President of Development**, Cornell Digital Games Alliance: 2007-2008**Clarinet Section Leader**, Cornell Marching Band: 2006-2007**Skills**

- **Applications:** MS Office, iWork, Photoshop, Fireworks, Flash, Dreamweaver, Silicon Knights Editor
- **Programming Languages:** Java, C, C++, C#, Actionscript, TorqueScript, XHTML, PHP, MySQL, Python
- **Key Classes:**
 - Computer Game Design, Experimental Game Design, Advanced Game Design
 - The Business of Games, Introduction to Video Game Studies, Casual Games
 - Human-Computer Interaction Design, Advanced HCI Design, Creative Writing, Narrative Writing
 - Computer Programming I and II, Intro and Intermediate Web Design & Programming

Influential Playing Experiences Include:

- **Action/Adventure:** Assassin's Creed, Shadow of the Colossus, Prince of Persia: SoT, Eternal Darkness
- **FPS:** Portal, Half-Life 2, BioShock, Mirror's Edge, Perfect Dark, Goldeneye, Metroid Prime
- **MMORPG:** Lord of the Rings Online, Warhammer Online, World of Warcraft, The Realm
- **RPG:** Final Fantasy 6, 7, & 12, Xenogears, Chrono Trigger, Diablo 2, Legend of Zelda: OoT
- **Other:** Flower, Rez, World of Goo, Indigo Prophecy, Rock Band, Ticket to Ride, Dominion