

# Robert Duncan

900 Reichert Avenue # 451 • Novato, CA 94945 • (714) 785-7473 • rduncaniv@gmail.com • www.lupusolus.com

## Notable Projects

- 2013 – **Double Action** (Game Jam team of 3 at *2k Marin* - 5 days) **PC**  
Programmed a 4-player single-screen competitive multiplayer “spy vs. spy” game while participating significantly in art development and design to deliver a polished and engaging experience with meaningful gameplay depth: the project received a #1 vote from 5 out of 7 judges, and was requested to be released publically/commercially by multiple coworkers so that they could enjoy the game at home.
- 2013 – **The Bureau: XCOM Declassified** (*2k Marin* - 20 months) **PC, Xbox 360, PS3**  
Systems designer responsible for player weapons tuning and balance, camera, core controls and movement, cover interaction, and control re-map systems. Provided extensive support for perks, campaign systems, level scripting, and telemetry. Became the “go-to man” for prototypes and developing specialized one-off systems. Coordinated with AI designer to develop combat design with a balance between weapons/enemies, and with various other departments to achieve functional and aesthetic goals for varietal systems.
- 2011 – **Unannounced Game Concept** (Academic Team Project for Client: *Electronic Arts* - 3 months) **PC**  
Designed and implemented a gameplay prototype with experimental technology.
- 2011 – **Hearthstone** (*Blizzard Entertainment* - 2.5 months) **PC**  
Designed and implemented a series of single-player missions, developed new features, participated in key design decisions (including balance), and performed a holistic design-analysis. Eventually became responsible for implementing and maintaining the entire prototype of the game.
- 2010 – **A Monk, A Forest, And...** (Academic Team Project - 4 weeks) **PC** at live theater  
Programmed and designed a simple audience-interactive virtual story that incorporates a strong degree of audience agency while maintaining an effective storyline.
- 2010 – **What Pit Lord Do** (Academic Team Project - 2 weeks) **PC**  
Programmed and designed a 3d puzzle game that utilizes a head-mounted-display and body tracking to create an immersive experience. Features expandable game mechanics and a modular design that facilitates the addition of new levels and features.
- 2003 – **Stress Relief** (Personal Solo Project- 2 weeks) **PC**  
Created first complete game; the beginning of a long series of similar such projects.

## Work History

### Systems Designer at 2k Marin, Jan 2012 – Oct 2013

- Began as an intern while completing graduate education.
- Promoted directly to full Systems Designer (Junior status was bypassed based on exemplary work).

### Game Design Intern at Blizzard Entertainment, 2011 (3 months)

- Completed all work objectives as well as additional, self-motivated goals.
- Received mentor feedback review with prominent ratings of “Excellent.”

### Freelance iPhone Application Developer contracted by Ace Baron Bail Bonds, 2010

- Developed and maintained project requirements and design documents.
- Delivered completed application on time and under-budget.

### South Coast Photographic, Anaheim CA, 2002-2009

- 2008 - Promoted to a Lead Photographer to manage groups of up to four photography crews.
- 2006 - Promoted from an ID Photographer to a Yearbook Photographer as the leader of a crew of two others.

## Technical Skills

### Programming Languages

Experience in Java, Python, ActionScript, C#, Objective-C, C, HTML, CSS, PHP, JavaScript, XML, SQL, GML, and Scheme.

### Applications

Experience using UDK & Kismet; Game Maker; Microsoft Visio, Project, Visual Studio, and Office (with skill in Excel); Eclipse; Violet UML; Autodesk 3ds Max; Adobe Photoshop, Flash, Premiere, Illustrator, and Audition.

### Platforms/Consoles

Experience using Windows XP-7, Mac OSX, iOS4+ (iPhone/iPad), Wacom tablets, and all major consoles.

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## Education

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### **Carnegie Mellon University: Entertainment Technology Center – Fall 2010 to Spring 2012**

- **Masters of Entertainment Technology (MET)**

Relevant Courses:

- Game Design
- Building Virtual Worlds
- Improvisational Acting
- Visual Story
- Projects

### **University of California Irvine – Fall 2006 to Spring 2010**

- **Bachelor of Science, Informatics**

Relevant Courses:

- Senior Design Project (I, II, and III)
- Software Design (I and II)
- Software Specification and Quality Engineering
- Requirements Analysis and Engineering
- Human Computer Interaction (and project)
- Project Management
- Information Retrieval
- Information Visualization
- Software Architecture and Distributed Systems
- Computer Supported Cooperative Work

- **Minor, Digital Arts**

Relevant Courses:

- Computer Game Development
- Media: Interaction
- Media: Video/Audio
- Computer Music Programming

## Other Skills and Interests

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- Passion for gaming across multiple platforms and genres.
- Devotion for developing games that has manifested in over a dozen personal projects over the past ten years.
- Enjoys 2D and 3D art including 3D animation, pixel art, and traditional mediums.
- Avid miniatures gamer and tabletop roleplaying game player; enjoys Warmachine, Warhammer 40,000, Dungeons and Dragons, Savage Worlds, and Mouse Guard. Also enjoys building and painting custom miniatures.
- Has strong interest in storytelling that has resulted in frequent “GMing” for roleplaying games and the occasional short story or other creative-writing endeavor.
- Video game music aficionado with a taste for anime and movie soundtracks.
- Professional Association of Diving Instructors (PADI) certified Advanced Open-Water Diver (in SCUBA diving).
- American Taekwondo Association (ATA) certified 2<sup>nd</sup> Degree Black-belt with training in the use of the Bahng Mahng Ee (sword) and Ssahng Jeol Bong (nun chucks).
- Several years of training in non-competitive horseback riding.
- Self-taught chef specializing in gourmet Japanese food, including shabu-shabu and sushi.
- Ten years of personal experience driving boats, ranging from small “dinghies” to a 42 foot trawler.
- Former competitive swimmer.
- Casual airsoft player.