

# Walt Destler

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<http://www.waltdestler.com>

Portfolio of downloadable games with video available online.

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## Summary

**Objective** An entry-level position as a game designer.

## Education

**Master of Entertainment Technology** Expected Graduation May 2011  
*Carnegie Mellon University* Pittsburgh, PA

- A two-year Masters of Entertainment Technology degree, jointly conferred by Carnegie Mellon University's College of Fine Arts and School of Computer Science. It is the equivalent academic weight of an M.F.A. or M.B.A. degree.

**B.S. Computer Science, B.A. Theatre** Graduated Dec. 2007  
*University of Maryland* College Park, MD

## Game Designs & Interactive Experiences

**Tanky-Tank** An action-multiplayer computer game developed over several years by a team of four, whom I led. I was the lead designer.

- <http://www.tanky-tank.com/tanky-tank>

### The Iminitech Project

- <http://www.etc.cmu.edu/projects/i3/>
- Carnegie Mellon University, Entertainment Technology Center.

A two-story, interactive, walkthrough, story-telling experience created over the course of a semester by a team of nine students. I led the creation of a four-by-eight foot multitouch floor with two playable games, *Stomp-a-Bot* and *What the Puck 5000*.

### Hopper's Escape

- Video available in my online portfolio.
- *Building Virtual Worlds 2009*

A side-scrolling platformer in which the player uses shadow-tracking technology to help Hopper (a toy kangaroo) escape from a baby by using the player's shadow to build magical bridges over obstacles.

### Wormhole Workout

- Video available in my online portfolio.
- *Building Virtual Worlds 2009*

An exercise game in which the player dons a virtual-reality helmet and rides a specially-modified bicycle to race through a futuristic wormhole.

### Flint Ball

- Video available in my online portfolio.
- *Building Virtual Worlds 2009*

A sports game in which an audience of hundreds uses special remote controls to collectively direct four characters in an exciting match of stone-age soccer.

### Gravity Defender

- Video available in my online portfolio.

An iPhone game whose gameplay is based solely on accelerometer input. The player rotates and tilts the phone to affect the gravity and trajectory of bullets fired from his small, autonomous ship.

### Star Dice

- Photos available in my online portfolio.

A *Star Trek*-themed dice game created for the Microsoft Surface Table. Custom software running on the table detects the positions of the dice and awards points for creating "formations" of dice.

### Thermonuclear Warfare on Catan

- Written rules downloadable from my online portfolio.

A set of written modification rules for the popular board game *The Settlers of Catan*. Inspired by the movie *War Games*.

### Starfight Galactium

- Written rules downloadable from my online portfolio.

A science-fiction strategy board game designed to minimize the time players spend waiting between turns. Inspired by board games *Axis & Allies* and *Twilight Imperium*.

## Technology Skills

**Programming** Python, C#, C, C++, Java

**Software** Microsoft Office, Audacity, Perforce, Subversion, Microsoft Visual Studio

## Employment & Achievements

Please see reverse side.

## Employment

### Intern

Walt Disney Imagineering,  
Creative Technology Group

- May. 2010 to Aug. 2010, Glendale, CA

I programmed interactive prototypes utilizing technologies such as thermal cameras, multi-touch displays, and blob-tracking cameras. I also created a Gigapan-like panoramic application for viewing high-resolution panoramic images of Mount Everest

### Software Developer

Aid Networks

- Jun. 2007 to Jul. 2009, Baltimore, MD

I wrote U.I. firmware, development tools, and Java server software for this wireless patient monitoring device for hospital emergency rooms. I also co-designed the user interface, which had to be usable on a 1.5-inch display with only four buttons.

### Undergraduate Research Assistant

Department of Computer Science,  
University of Maryland

- Jun. 2004 to Aug. 2006, College Park, MD

I designed and programmed this research project to simulate and evolve flocks of dragons that compete in a simple strategy game.

## Achievements

### Building Virtual Worlds

- Carnegie Mellon University, Entertainment Technology Center
- Videos of my virtual worlds are available in my online portfolio.

Every two weeks a different team of four students works together to create a different “world” or game. During the course of the semester we were ranked by our teammates in five categories, and my overall rankings are... *Quality of Work: top 5%. Leadership: top 5%. Creativity: top 10%. Easiest to Work With: top 20%. Hours Worked: top 20%.*

### 2010 GDC Student Scholarship

I was one of 25 students worldwide selected by the International Game Developers Association to receive a scholarship to the 2010 Game Developers Conference.

### Theatrical Productions

- University of Maryland, Department of Theatre

*Eleemosynary* (sound board operator), *Our Town* (actor, Wally Webb), *Jane Eyre: The Musical* (projections operator), *The Colored Museum* (assistant stage manager), *Urinetown* (assistant director)

### Dean's List (7)

- University of Maryland

I was selected seven times to the semester Dean's List.

### University Honors Program

- University of Maryland

University of Maryland's interdisciplinary Honors college.