Seth Sivak – Game Engineer

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Educational Experience

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA — Expected May 2009
Master of Entertainment Technology: a cross-disciplinary master's degree focused on experimental group projects
Jointly conferred by the School of Computer Sceince and the College of Fine Arts
Teaching Assistant: Programming - Building Virtual Worlds (Fall 2008)

Northeastern University, Boston, MA — May 2007
Bachelor of Science in Mechanical Engineering, GPA : 3.6
Honors: Magna Cum Laude, Dean's Scholarship, National Society of Collegiate Scholars, Golden Key Society

Academic Experience

Programmer / Game Designer - Active-Adventure Project — Spring 2008 / Fall 2008
The Winds of Orbis: An Active-Adventure

- Student pitched project to craft a new type of exercise game for children ages 7-12
- Developed software that used active inputs like the Wii Remote and a DDR Dance pad
- IGF Student Showcase Finalist

Programmer - Directed Study: Educational Game Design — Spring 2007
Shortfall Digital – Educational Game

- Designed and developed educational game in Flash to teach environmentally benign manufacturing
- Responsible for gameplay design, educational content and all programming aspects
- Tested the game on 80 undergraduate and graduate level engineers

Project Leader - Capstone Design / Senior Project — Fall 2005 / Fall 2006
Design and Implementation of Patient Specific Ankle-Foot Orthotic Devices

- Led professional level team project to solve a real world problem
- Responsible for research, design, prototype development (hardware), analysis and testing

Professional Experience

Gameplay Engineer
Conduit Labs, Cambridge, MA — January 2009 - Present

- Designed, Prototyped and Implemented new games for LoudCrowd.com
- Developed new user experiences for meta-game and social content

Creative Technology Intern - Blue Sky Creative Technology Group
Walt Disney Imagineering, Glendale, CA — Summer 2008

- Developed new shader framework to enhance graphical quality of pre-visualization simulations
- Prototyped numerous special effects and experiences
- Responsible for deployment of new design and display tools and technologies

Mechanical Engineering Coop – Optical Systems Engineering Group
MIT Lincoln Laboratory, Hanscom Airforce Base, Lexington, MA — Spring 2004 / 2005 / 2007

- Performed finite element analysis using Nastran/Patran (static, thermal and modal)
- Utilized Matlab for image analysis, translation, data reduction and data representation
- Developed 3D design models in Inventor and Solid Works

Published and Presented Work

Each Link in the Chain is a Journey - An Analysis of The Legend of Zelda: Ocarina of Time
Well Played 1.0 - Video Games, Value and Meaning — Spring 2009

Dreamcraft 101
It's a Small, Virtual World - The Escapist Magazine — Spring 2008

Computer Skills

Programming: Java, C/C++, C#, HTML, CSS, PHP, Scheme, Actionscript, Python, Cg
Applications: Maya, 3D Studio Max, Photoshop, Flash, Flex, Dreamweaver, Illustrator, Eclipse, Perforce