

Walt Destler

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Education

Master of Entertainment Technology Graduated 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

Way (*IndieCade 2011, IGF 2012*)

www.waltdestler.com/way.html

Carnegie Mellon University, Entertainment Technology Center.

A cooperative puzzle platformer in which two players must learn to communicate with each other by puppeteering their characters in order to solve puzzles. I was the co-designer and lead programmer. *Way* won the Developer's Choice Award at the 2011 IndieCade Festival and the award for Best Student Game at the 2012 Independent Games Festival.

Tanky-Tank

www.waltdestler.com/tankytank.html

Personal Project

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

Starship Builder

www.waltdestler.com/shipbuilder.html

Personal Project

A networked-multiplayer spaceship simulator in which players build spaceships SimCity-style on a grid and then battle their friends. I am currently the sole developer.

The Iminitech Project

www.waltdestler.com/i3.html

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 design and creation of a four-by-eight foot multi-touch floor with two playable games, *Stomp-a-Bot* and *What the Puck 5000*.

Hopper's Escape

Video online.

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 online.

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 online.

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 online.

An iPhone game with game play 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 online.

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 available online.

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 available online.

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, Objective-C

Software Unity3D, Microsoft Visual Studio, Microsoft Office, Audacity, Perforce, Subversion

Hardware PC, Mac, Linux, iPhone, Android, embedded devices

Employment & Achievements

Please see reverse side

Employment

Game Engineer

Schell Games

Jan 2011 – Aug 2011

Shipped Games: *BattleBall*, *Mechatars*

I was a U.I. and server programmer on the Facebook game *BattleBall* which was released in April 2011, for which I also designed and built the analytics tools. I also programmed user interface, networking, and analytics for the online web game *Mechatars* which was released in July 2011.

Intern

Walt Disney Imagineering

May 2010 – Aug 2010

I designed and programmed interactive prototypes utilizing technologies such as thermal cameras, multi-touch displays, and blob-tracking cameras.

Software Developer

Aid Networks

Jun 2007 – Jul 2009

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

Dep. of C.S., Univ. of Maryland

Jun 2004 – Aug 2006

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

Achievements

Building Virtual Worlds

Carnegie Mellon University, Entertainment Technology Center

Videos available online.

Every two weeks a different team of four students works together to create a “world” or game. During 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.

References

Available upon request.