
Keith Morgado

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Skills

- Languages
 - C++, C#, C, Java, SQL
- Software
 - Microsoft Office 2003/2007, Microsoft Windows XP/Vista, Microsoft Visual Studio 2005, Microsoft Project, Autodesk Maya, Adobe Creative Suite 4, Unreal 3 Editor, Alien Brain, SVN and Perforce
- Scripts
 - Lua, XML, Kismet, CSS, HTML
- APIs
 - Open GL, Direct X, Windows API
- Other
 - Worked with clients and developers to create cohesive projects
 - Excellent communication skills
 - Profound attention to detail

Education

Full Sail University Winter Park, FL
Bachelor of Science in Game Development Sept. 2006 – Sept. 2008

Experience/ Commercial Projects

ImaginEngine Framingham, MA
Designer Oct. 2008 – Dec. 2008

Projects: Dora Bright Notes, SpongeBob Bright Notes, Dora Linkx

Duties:

- Creation and maintenance of Game Design Documents
- Asset List construction for both audio and art
- Worked with a variety of team members to solidify designs

Turba East Freetown, MA
Producer/Designer/Programmer/Artist January 2009 – Present

Duties:

- Scheduled and directed team members to ensure tasks were completed on time.
- Conducted various meetings to oversee creative development of the game.
- Designed and created all user interface aspects (this includes art and code).

College Projects

Lost Marbles - March 2008 – Sept. 2008
Asset Lead/Programmer/Designer

Duties:

- Lua scripting used with C++ for a message system
- Level design and creation for all levels done in Lua
- Worked as a relay between programmers and artists

Lunacy - Sept. 2007 – October 2007
Interface Lead/Programmer/Designer

Duties:

- Menu system used to handle all of the games menus
 - Level design and creation for all levels
 - Created a menu editor in C# to aid in the creation of menus
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