

# Elliot M. Pinkus

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## Seeking Systems Design Position

(USA/Canada Dual Citizen)

## Professional Experience

**SYSTEMS DESIGNER, SILICON KNIGHTS, ST. CATHARINES, ONTARIO** **SEPT 2010-NOV 2011**

*Hired for and worked exclusively on a major unannounced project.*

- Primary designer for combat, weapons, enemies, and AI.
- Wrote implementation-oriented design docs, presented designs to the Core Group of Directors & Leads.
- Worked closely with code and art to guide implementation for multiple functional groups.
- Devised, proposed, and spearheaded significant design revisions that were approved and adopted.
- Active role in other systems (inc. traversal, interactions, and abilities) as well as level design.
- Assisted the director on behalf of designers at multiple motion capture sessions.

**GAME DESIGN INTERN, SILICON KNIGHTS, ST. CATHARINES, ONTARIO** **SUMMER 2009**

- Design duties included combat, quest, interface, and AI.
- Developed and maintained design documentation.
- Scripted AI, placed NPCs, and implemented pathing using the level editor.

**RESEARCH ASSISTANT, SINGAPORE-MIT GAMBIT GAME LAB, CAMBRIDGE, MA** **2008-2010**

- Performed thesis research on sensual immersion through graphical interfaces.
- Designed two games (Pax Pox, Moki Combat V2.0).
- Teaching Assistant for Introduction to Video Game Studies.
- Created and led a class on developing board game expansions.
- Created and led a class examining literal and metaphorical games of Orson Scott Card's Ender's Game.

**GAME CURRICULUM DEVELOPER, ITHACA HIGH SCHOOL, ITHACA, NY** **2007-2008**

- Organized and developed a game development curriculum for high school students (part-time).

**GAME DESIGNER, EDUCATION ARCADE, MIT, CAMBRIDGE, MA** **SUMMERS 2006 & 2007**

- Developed concept and designed/prototyped puzzles for Lure of the Labyrinth.
- Developed concept for a virtual tour game.

## Past Game Development Projects

**PICKUP, MIT** **SPRING 2010**

Role: Game Designer

Proposal for an online dating site utilizing game-based interactions. 4-person team.

Designed gameplay, wrote design documentation, and created site and game mock-ups.

**PAX POX, GAMBIT GAME LAB, MIT** **WINTER-SPRING 2010**

Role: Game Designer

Designed a pervasive live-action game for use at the Penny Arcade Expo. 7-person team.

Conceptualized gameplay, wrote design documentation, and developed prototypes.

**SHADOWS OVER SHANGRI-LA & CIVILITÉ, MIT** **SPRING-FALL 2009**

Role: Game Designer

Two Alternate Reality / Live Action Games developed, in part, for a CMS Master's Thesis.

Designed game mechanics, wrote design documentation, and ran the game.

**MOKI COMBAT V2.0, GAMBIT GAME LAB, MIT** **FALL 2008-SPRING 2009**

Role: Game Designer

Horseback action game with physics-based jousting combat. 5-person team.

Designed mechanics and interface as well as levels.

**JOURNEY TO THE STARS, CORNELL UNIVERSITY****SPRING 2008**

Role: Project Leader and Designer

Adventure-RPG game exploring a randomly generated galaxy with action mini-games. 4-person team.

Organized team, planned the project, designed and wrote the game.

**LURE OF THE LABYRINTH, EDUCATION ARCADE, MIT****SUMMERS 2006 AND 2007**

Role: Game Design and Prototyping

An online puzzle adventure game, designed to promote math and literacy skills.

5-person design team, with programming and art professionally outsourced.

Conceptualized, prototyped, and tested puzzles. Wrote detailed design documents.

**EXPERIMENTAL GAMEPLAY PROJECT, CORNELL UNIVERSITY****FALL 2006**

Role: Game Design and Programming

Games explored themes including Aging, Sleep, and "Backwards." 3-person team.

Co-designer, co-writer, and sole programmer.

**THE LAST LEMI, CORNELL UNIVERSITY****SPRING 2006**

Role: Game Design and Programming

Side-Scrolling Action-Platformer featuring a kumquat-throwing lemur. 5-person team.

Co-designer of mechanics and levels while primarily working as a programmer.

**Education****Massachusetts Institute of Technology**, Cambridge, Massachusetts — S.M. Candidate**2008-2010**

Comparative Media Studies (thesis review pending)

**Cornell University**, Ithaca, New York — B.A., Computing & Information Science**2004-2008**

Game Design Concentration

**Leadership Experience****Teaching Assistant**, Introduction to Video Game Studies, MIT: 2009**Instructor/Creator**, Board Game Design: Expansions, MIT: 2010**Instructor/Creator**, The Games of Ender's Game, MIT: 2009**Project Leader**, Journey to the Stars, Cornell: 2008**Vice President of Development**, Cornell Digital Games Alliance: 2007-2008**Skills**

- **Applications:** Hansoft, Silicon Knights Editor, Google Docs & Wiki, Wordpress, Photoshop, Visio
- **Programming Languages:** Java, C#, TorqueScript, HTML, PHP, Python
- **Key Classes:**
  - Computer Game Design, Experimental Game Design, Advanced Game Design
  - The Business of Games, Introduction to Video Game Studies, Casual Games
  - Human-Computer Interaction Design, Advanced HCI Design, Creative Writing, Narrative Writing
  - Computer Programming I and II, Intro and Intermediate Web Design & Programming

**Influential Playing Experiences Include:**

- **Action/Adventure:** Shadow of the Colossus, Prince of Persia: SoT & 2008, Assassin's Creed 2, Uncharted 2, Eternal Darkness, Legend of Zelda: OoT
- **FPS:** Portal, BioShock, Mirror's Edge, Far Cry 2, Perfect Dark, Metroid Prime
- **RPG:** Mass Effect 2, The Witcher 2, Final Fantasy 6/7, Xenogears, Diablo 2
- **Online:** League of Legends, Lord of the Rings Online, World of Warcraft, The Realm
- **Other:** Flower, Rez, World of Goo, Ticket to Ride, Dominion, Battlestar Galactica: The Board Game