

# CARLOS BARCELÓ

itsmecarlosbarcelo@gmail.com | 562-719-1792 | Los Angeles, CA | <https://carlosbarcelo.com>  
<https://www.linkedin.com/in/carlos-barcelo-ab6166216/>

---

| EDUCATION  | B.S. Computer Science Games   | Aug 2022 - May 2025   |
|------------|---|---|
|            | University of Southern California   |   |
|            | <ul style="list-style-type: none"><li>• Minor in Connected Devices and Making</li><li>• Transferred From CSU Long Beach after 1 year</li><li>• Relevant Coursework:<ul style="list-style-type: none"><li>• Advanced Gameplay Programming in Unreal Engine</li><li>• Real Time Animation (Unreal)</li><li>• Board Game Design</li><li>• IOS App development</li><li>• Developing Connected Devices</li></ul></li></ul> |   |
| EXPERIENCE | Game Design Intern, Fantasy Escape Games Inc.   | May - Dec 2024  |
|            | <ul style="list-style-type: none"><li>• Created Design Outlines for virtual and in-person escape room experiences</li><li>• Thoroughly outlined all 23 puzzles and narrative of a 135-page Puzzle Book</li><li>• Initially a summer internship, but asked to continue due to exceptional work</li></ul>   |   |
| PROJECTS   | Developer, <a href="#">"The Shower Must Go On"</a>  | Nov 2024 - May 2025   |
|            | <ul style="list-style-type: none"><li>• GDC Alt Ctrl Finalist 2025. Independent Game Festival Nominee</li><li>• Sole Developer in charge of all design, software, and hardware engineering.</li><li>• Featured by IGN, CNET, PCGamer, CBS Bay Area</li></ul>  |   |
|            | Technical Game Designer, <a href="#">"DuoQ"</a>   | June 2024 - May 2025  |
|            | <ul style="list-style-type: none"><li>• Key role in 20-Person Senior Capstone Project in Unreal Engine</li><li>• Designed and prototyped ability pairs for player character and AI companion</li><li>• Created detailed Design Docs and Spec Sheets for use by other Engineers</li></ul>  |   |
|            | Creative Director, <a href="#">"Trojan Horse"</a>   | Jan - May 2024  |
|            | <ul style="list-style-type: none"><li>• Produced in-person escape room experience, personally conceived and pitched</li><li>• Directed 15 themed-entertainment designers, writers, and engineers</li><li>• Sold out all time slots in its limited run</li></ul>   |   |
|            | Creator, <a href="#">Connect 4 Clock</a>  | June - Aug 2024   |
|            | <ul style="list-style-type: none"><li>• One of a kind kinetic sculpture. Patent Pending</li></ul>   |   |
| KEY SKILLS |   |   |
|            | <ul style="list-style-type: none"><li>• C++, C#, Python, Java, Swift</li><li>• Game Programming (Unreal Engine, Unity)</li><li>• 3D Printing, CAD (Fusion360)</li><li>• IOT Electronic Design</li><li>• Game/Puzzle Design</li><li>• Themed Entertainment Production</li></ul>  | <ul style="list-style-type: none"><li>• Lifelong Learner</li><li>• Problem Solver</li><li>• Attentive Collaborator</li><li>• Adobe After Effects and Premiere</li><li>• Fluent in English and Spanish</li><li>• SIACC Silver Medalist (Archery)</li></ul> |