

# CARLOS BARCELÓ

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## EDUCATION

### B.S. Computer Science Games

Aug 2022 - May 2025

University of Southern California

- Minor in Connected Devices and Making
  - Transferred From CSU Long Beach after 1 year
  - Relevant Coursework:
    - Advanced Gameplay Programming in Unreal Engine
    - Real Time Animation (Unreal)
    - Board Game Design
    - IOS App development
    - Developing Connected Devices
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## EXPERIENCE

### Game Design Intern, Fantasy Escape Games Inc.

May - Dec 2024

- Created Design Outlines for virtual and in-person escape room experiences
  - Thoroughly outlined all 23 puzzles and narrative of a 135-page Puzzle Book
  - Initially a summer internship, but asked to continue due to exceptional work
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## PROJECTS

### Developer, [“The Shower Must Go On”](#)

Nov 2024 - May 2025

- GDC Alt Ctrl Finalist 2025. Independent Game Festival Nominee
- Sole Developer in charge of all design, software, and hardware engineering.
- Featured by IGN, CNET, PCGamer, CBS Bay Area

### Technical Game Designer, [“DuoQ”](#)

June 2024 - May 2025

- Key role in 20-Person Senior Capstone Project in Unreal Engine
- Designed and prototyped ability pairs for player character and AI companion
- Created detailed Design Docs and Spec Sheets for use by other Engineers

### Creative Director, “Trojan Horse”

Jan - May 2024

- Produced in-person escape room experience, personally conceived and pitched
- Directed 15 themed-entertainment designers, writers, and engineers
- Sold out all time slots in its limited run

### Creator, [Connect 4 Clock](#)

June - Aug 2024

- One of a kind kinetic sculpture. Patent Pending
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## KEY SKILLS

- C++, C#, Python, Java, Swift
- Game Programming (Unreal Engine, Unity)
- 3D Printing, CAD (Fusion360)
- IOT Electronic Design
- Game/Puzzle Design
- Themed Entertainment Production
- Lifelong Learner
- Problem Solver
- Attentive Collaborator
- Adobe After Effects and Premiere
- Fluent in English and Spanish
- SIACC Silver Medalist (Archery)