

Héctor Padilla

Work Statement

To create innovative and appealing interactive experiences, working with a creative team filled with comradery and respect with a fun focus towards casual game development and design, always achieving great projects, moving forward with new technologies and finding new and exciting ways to keep players engaged and having fun.

Work Experience

Kaxan Publisher. Guadalajara, México. May 2009 - Present
Lead Game Designer - Wii title. Development of a Mexican themed party game (casual mini-games collection - multiplayer).

RadicalGolem. Guadalajara, México. Winter 2007 - Present
Devigner: ActionScript developer - Social Games development team.
Producer / Project manager of the social casual games team - currently developing a complex FB game from the ground up.

IGDA, Chapter México. Summer 2007 - Present
Member of the board of directors of IGDA México, working to promote the development of the game-development industry in my country.
Speaker and workshops about game design.

Universidad de Artes Digitales, Guadalajara, México. Jan 2008 - Present
Helping and consulting with the creation of a curriculum for their Engineering in Video Games Development.

Flash / ActionScript developer. Freelance. Sept 2006 - Winter 2007
Working in diferent Flash / AS online projects with various clients like Slide (social games), PureSafety (serious games), and Zynga (social games).

ITESM. Guadalajara, México. Summer 2007 - Winter 2007.
Chair of Digital Arts Department. Working with students and professors to make sure we have a high quality program for everyone involved.

Computer Games Course at University of Alberta, Canada. Summer 2005 - Summer 2007.
Teaching-Assistant. Very interesting project between Industry (Bioware) and Academia (UofA) in which we helped interdisciplinary teams work together to create a game using the Aurora Toolset.

Innox, Guadalajara, México. 2005.
Head Devigner and GUI developer for this software development firm.

Center of Innovation and Education Technolgy, ITESM. 1999 - 2005.
Multimedia Developer. Worked in this center doing magic in ActionScript and Lingo all through my undergrad and a couple of years after.

Education

University of Alberta, Edmonton, AB. Canada. 2005-Current.
Masters in Computer Science (thesis pending).

ITESM, Guadalajara México. 1998-2003.
Computer Systems Engineering, Graduated with Honors.

SCRUM Training. Game Design Workshops with Lee Sheldon and Noah Falstein.

Contact Information

website: www.spacingout.net
email: hector@spacingout.net
phone: +52 1 333-814-5769

Skills Overview

Art and Design Formation

Programmer by formation and Artist by vocation, I've always leaned towards arts and design. During my undergrad I took drawing classes for over 3 years, from the basics to human-figure drawing. Interest in music made me experiment with percussions and join an African Percussions essemble. I also went into singing and even became an Opera soloist. I have devoted my professional life to link my passion in arts with my intellectual interest in computers and programming. Games and multimedia are a perfect fit for me.

Project Management / Production

I have good empathic skills and can easily relate with both artist and developers which puts me in a good position to make things happen in large Multimedia related projects. Likewise this skill has served me greatly when finding new clients and managing the relationship with them. I have been in lead positions (lead developer) for the past 7 years, and the past 2 years I have become a full time designer/producer that can put his developer hat back on when crunch time calls for the extra help.

Multimedia Development (online and off)

More than 12 years doing multimedia related projects, started with Director 3.0 and Flash 2.0 and have loved it ever since. .

Computer Skills

Flash - ActionScript	PHP
Director - Lingo	Virtools
HTML & CSS	Animation (2D + 3D)
Photoshop	Illustrator

Languages

Spanish (native)	French - Medium
English - Fluent	

References

Daniel Torres dant@bioware.com	Jareb Coupe jareb@puresafety.com
Rob Carroll rcarroll23@gmail.com	Erik Yñigo erikynigo@gmail.com