

DERRICK PEMBERTON JR. | GAME DESIGNER

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EDUCATION

Carnegie Mellon University | Entertainment Technology Center (ETC) Pittsburgh, PA
• Master of Entertainment Technology May 2020

University of Illinois at Urbana-Champaign Champaign, IL
• Bachelor of Science, General Engineering May 2014
• Secondary Field Option: Entertainment Technology and Design

Relevant Coursework: Game Design, Computer Science, Data Analysis, 3D Modeling, Control Systems
Theatrical Production and Design, Mechatronics, Film

PROJECTS

AI or Nay-I | ETC | Lead Designer and Producer Spring 2019

- **Lead Designer** and **Producer** on team of five creating a **transformational mobile game** to demystify AI and help the public foster a more informed view towards AI's potential impact on human life.
- Designed **game mechanics, levels, and narrative**.
- Maintained project website including periodic **blog posts on our development process**.
- Organized **playtesting** with the target demographic and lead data reviews with the other designers.
- Support the team in realizing our **vision, communicating** with the client, and keeping our **scope**.

Thunder Road | Class Project | Designer and Artist April 2019

- Designed a tactical, tabletop car combat game inspired by *Mad Max: Fury Road*.
- Responsible for all **mechanics, physical assets, art, and playtesting**.

Daaang, Nana | Global Game Jam 2019 | Designer and Artist January 2019

- Designed a 3D carnival tossing game for iPad on an interdisciplinary team of 6 for a 48 hour game jam.
- Responsible for **game mechanics, interactions, environment design, 3D art, and UI elements**.

Building Virtual Worlds | ETC | Producer and Artist Fall 2018

- Collaborated with teams of five students in the design and creation of five interactive experiences.
- Each experience was developed in 1-3 weeks, in Unity for platforms like HTC Vive, Kinect, and Meta II.
- Designed **game mechanics, interactions, environments, characters, and narratives**.
- Acted as **producer** for all five experiences.
- Two experiences were featured in the annual **ETC Festival** in December 2018.

EXPERIENCE

Carnegie Mellon University | ETC | Playtest Coordinator Pittsburgh, PA | June 2019 - present

- Assisted faculty with the **planning and operation** of playtesting events at CMU.
- Updated and rebranded the ETC playtesting site to simplify the playtester recruitment process.
- Improved marketing of playtesting events via social media and partnerships.
- Updated educational materials used in playtesting workshops.

Daedalus Design and Production | Technical Designer Brooklyn, NY | 2015-2018

- Designed scenery and props for theatrical productions, films, theme parks, and other events.
- Coordinated with large creative team to achieve aesthetic, engineering, and budget goals.
- Selected Production History: **Hamilton** (Broadway, Off-Broadway, Tours), **Dear Evan Hansen** (Broadway, Off-Broadway), **Harry Potter and the Cursed Child** (Broadway).

SKILLS

Software: Maya, Unity, Microsoft Office, GSuite (Docs, Sheets, Slides), Adobe Creative Suite, Perforce

Programming: C#

Other Skills: Theatrical Design (Scenic, Lighting, Costume), Structural Engineering, 3D Modeling, Directing, Photography, Music Supervision, Graphic Design, Filmmaking, Dramaturgy, Cooking, Painting