

DANIEL FAVELA

Education

Computer Science, B.S. Engineering
Viterbi School of Engineering, University of Southern California, Class of 2007

Skill Set

Languages:	Web/Database Code:	Tools / Software:	Engines, APIs, Frameworks:
C (Intermediate)	CSS (Beginner)	SC II Map Editor (Intermediate)	.NET (Beginner)
C++ (Intermediate)	HTML (Intermediate)	Maya (Beginner)	Spring (Beginner)
C# (Intermediate)	Javascript (Beginner)	Reaper (Beginner)	OGRE (Intermediate)
Java (Intermediate)	XML (Beginner)		OpenGL (Beginner)

Riot Games (2011-2012): Associate Producer

- ScrumMaster and Product Owner experience (agile methodology) with game features and tools teams.

Blizzard Entertainment (2007-2011): Associate Software Engineer

- Localization Tool 2.0 - Proprietary tool to globally streamline the localization process across Blizzard titles.
 - o C# (Visual Studio), .NET
 - o ASP.NET, SQL Server, SQL Management Studio
- Internal Tool: [Battle.net Account Management](#), [World of Warcraft: Cataclysm](#), StarCraft II, etc.
 - Proprietary tool that automated, expanded on, or otherwise streamlined live projects' websites' functionality. Used for development of various features (game launches, propagation of character data to site, transfers, account services, etc.)
 - o Java (Eclipse)
 - o Spring Framework, Apache Tomcat, ANT
- [StarCraft II](#), StarCraft II Editor - AAA title in the RTS genre. The editor for StarCraft II was used by the development team to implement the game. Players can also create their own works with StarCraft II's engine.
 - o C++ (Visual Studio)
 - o [as QA Analyst] Perl, Starcraft II Editor; created automated testing tools.
- [World of Warcraft: Burning Crusade](#), [Wrath of the Lich King](#) [as QA Analyst] - AAA title in the MMORPG genre.

Heavy Iron Studios (2007)

- Internship, Open-ended - An internship under principal artist Scott Easley. My foundation has been adapted to prototype a multiplayer online Marvel game.
 - o Technical artist duties: create and export Maya models and animations to Macromedia Director platform.
 - o Tools programming: create tools for artists.
 - o Management, level design, game design, general game programming: direct the work of another engineer and myself to create a 3D game in Director using models and animations imported from Maya and controls programmed in lingo.
 - o Languages, Tools, and Technologies:
 - Perl
 - MEL, Maya
 - lingo, Director

USC GamePipe (Up to 2007)

- [Cirque du Slay](#) - A 3D game with an evil circus theme. It used a custom glove controller we created from scratch.
 - o Role: Engineer - C++ (Visual Studio), OGRE
 - o Role: Artist - MEL, Maya
- [Motorball](#) - A 3D racing game with a futuristic theme. A USC Gamepipe project.
 - o Role: Art Management, Artist - MEL, Maya

Hobbies/Miscellaneous

- Exploring Unity development.
- Reading The Lean Startup.
- Currently playing Aion, League of Legends, The Legend of Zelda: Skyward Sword, Spiral Knights.
- [Drawing](#), [Music](#); played sax in The Spirit of Troy as a Squad Leader.
- Bilingual: Spanish/English

References

References available upon request.

- Scott Easley, Asst. Director, GamePipe Laboratory, USC Viterbi School of Engineering
- Chris Myles, Senior Software Engineer at Blizzard Entertainment
- Mark Norris, Producer at Riot Games