

# Magnus Plutte

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## Objective:

- Breaking into the video game development field
- I am interested in both game design and game programming.

## Education:

- UC Santa Cruz – Santa Cruz, CA (2007-Present)  
Computer Science: Game Design Bachelor of Science

## Skills:

- Grasps game design and implementation
- Analytical when it comes to games and movies
- Very strong handle on how to weave a strong, engaging story
- Can program in Java, C/C++, and C#

## Projects:

- Currently working on a team developing a game, Pattern, as the capstone for my major
  - Crochet simulator/puzzle game
  - <http://dl.dropbox.com/u/3669733/Pattern/pattern.html>

## Work History:

### **Computer History Museum Volunteer**, Mountain View, CA, Summer 2008

- Labeled and sorted computer components
- Packed up components in preparation for a move

### **Teacher's Assistant, Volunteer**, *Terra Nova High School*, Pacifica, CA, Fall 2005-Spring 2007

- Graded papers and entered grades
- Took phone calls during class
- Ran errands around campus for the teacher

### **Junior Zoologist**, *San Francisco Zoo*, San Francisco, CA, Summer 2003

- Worked at the Animal Resource Center (ARC) in the Zoo as a volunteer
- Fed, took care of, and cleaned up after the animals in the ARC
- Educated the public about various animals in the ARC
- General maintenance work

### **Nature Trail Volunteer**, *San Francisco Zoo*, San Francisco, CA, Summer 2001-2002

- Worked on the Nature Trail at the San Francisco Zoo
- Educated the public on the trail about the various animals at the ARC