

Chad Cable

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Education

Syracuse University, May 2010

3.648 GPA on a 4.0 scale

Bachelor of Science in Computer Science

L.C. Smith College of Engineering and Computer Science

Bachelor of Fine Arts in Computer Art

College of Visual and Performing Arts

Technical Skills

C, C#, C++	XHTML, HTML5, CSS	ActionScript 3	Maya	Word, Excel
Java	Javascript	Flash	Lightwave	Processing
Unity	MySQL	Photoshop	Final Cut Pro	Scheme

Experience

The Walt Disney Company - Disney Interactive Studios

August 2010 - Present

Experimental Gameplay Lab, Programming Associate

- Part of a cross-disciplinary team of artists, programmers, and designers that create gameplay prototypes focused on technological and design challenges in interactive gaming.
- Create prototypes from scratch in a rapid and iterative workflow for measurable progress and results.
- Develop software utilizing new technology including Stereoscopic 3D, Mobile and Social gaming.
- Prototypes are distributed throughout The Walt Disney Company, and are currently being evaluated for inclusion in future titles and projects.
- Pitched projects to company executives including Disney Interactive EVP Graham Hopper, Disney Interactive Media Group President John Pleasants, and The Walt Disney Company's CEO, Bob Iger.

Academic Projects

The Great Teakon - chadcable.net/GreatTeakon

Spring 2010

A 3D Video Game created using Unity, Maya, and Mudbox

- Created all art assets, game programming, and game design in a four month period.
- Game uses age as a gameplay mechanic by balancing increasing player wisdom with a deterioration of the character's abilities.
- Presented concepts, milestones, and final project to several Syracuse Advisors and Honors Committees.
- Game highlighted in Syracuse Magazine - sumagazine.syr.edu/2010summer/features/index.html

Awesome Band - chadcable.net/AwesomeBand

Fall 2009

Five 2D Music Rhythm Video Games created using Processing and Arduino

- Created five different rhythm games that could connect online for realtime synchronous gameplay.
- Collaborated with an artist to construct custom physical peripherals for each of the games.
- Project was featured at the Schaffer Art Gallery in Syracuse, New York.

Scribblemon - chadcable.net/Scribblemon

Fall 2009

2D Video Game created using Java.

- Rapidly prototyped a 2D game in Java, designing and implementing the entire project in five days.
- Gameplay features a word-centric battle system, where players write words to battle their opponents.