

# Maurice Grela

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## Experience

**Designer | Art Director | Artist | Quality Assurance**

**Rosetta Stone**

**September 2015 – Present**

**Fit Brains** – An award-winning brain training software for Android, IOS, Web

- Worked with the American Army to study the use of games for recovery from head trauma.
- Designed games which challenge both emotional and cognitive intelligence.
- Directed a game-wide art update, followed by a port to all our platforms.

**Executive | Event Coordinator | Representative | Volunteer | Instructor**

**Independent**

**October 2016 – Present**

**Full Indie** – A Vancouver based community which organizes events for game developers

- Organizing an arcade for students and independents at The Vancouver Comic Arts Festival.
- Developing a not for profit game development course at the Richmond Public Library.
- Organizes monthly meetings in which game developers present talks on their craft.

**Designer | Programmer | Artist | Project Director**

**Independent**

**October 2015 – May 2016**

**NOHOLDSBILLIARDS** – A local multiplayer game released for PC

- Designed four game modes which contextualized emergent game play into specific loops.
- Designed a real time emergent game play experience adapted from traditional billiards.
- Selected for the Comics VS Games Showcase at The Toronto Comic Arts Festival.

**Programmer**

**Independent Collaboration**

**May 2015 – September 2015**

**Winter Orphans** – A game about homelessness made for TOJam 2015

- Talked with homeless men to help design an experience that was true to their own.
- Programmed an XML reader, crowd simulator, and dialog system.
- Collaborated with a group of experienced game developers.

**Quality Assurance Tester**

**Beeline Interactive INC**

**February 2015 – September 2015**

**Smurfs Village 1 and 2** – A social builder game for both Android & IOS

- Designed a feature which was implemented as a premium currency purchase.
- Learned how to methodically search for bugs and adhere to testing protocol.
- Developed foundation understanding of large scale game development.

**Designer | Programmer | Artist**

**Independent**

**September 2014 – September 2015**

**Dead Drop Blues** – A mobile puzzle game where you use arrows to complete a path on a map

- Programmed a versatile level generator and JSON reader for implementation of narrative.
- Designed 7 different lateral escalations of difficulty; each escalation contained 15 levels.
- Reviewed by Indie Game Magazine, IappAdvice, and Macgasm.

**Designer | Programmer | Artist**

**Independent**

**September 2013 – February 2014**

**U.N.N.S.C** – A multiplayer turn based strategy game (Released on the Steam Workshop)

- Held three weekly play test sessions to help refine game play and balance units.
- Developed a fundamental understanding of turn based strategy game design.
- Learned how to construct project goals and mile stones.

**Designer | Programmer | Artist | Voice director**

**Independent**

**June 2013 – August 2013**

**Chasing Memories** – A Skyrim quest mod (Released on the Steam Workshop)

- Designed craft-able enchanted amulets which interact with a players sleep cycle.
- Developed a foundation understanding of writing narrative for games.
- Worked with and directed professional voice acting talent.

**Education**

**Art Institute of Vancouver**

**August 2011 – March 2013**

Game Design Diploma (GPA 3.9)

**Skills**

- C++/C# /Python
- Rapid prototyping
- Version control
- Leadership skills
- Critical thinking
- Graphic design
- Wiki maintenance
- Archiving
- Communication skills
- Science fiction
- Wine making
- Sculpture
- War gaming
- Endurance hiking
- Mountain running