

# Ricardo Merchan

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## EDUCATION

**Master of Entertainment Technology** May 2013  
Carnegie Mellon University - Entertainment Technology Center (ETC), Pittsburgh, PA

**B.S. Systems and Computing Engineering** September 2006  
**Minor in Business Administration**  
Universidad de Los Andes, Bogota, Colombia

## WORK EXPERIENCE

**Freelance Consultant** January 2015 – To present

- **Cintel, Bogota, Colombia** 12/2015 – 02/2016 and 09/2016 – 12/2016  
Participated in the construction of the National Framework of Qualifications for Colombia in the animation and video game areas. A project for the Colombian Ministry of Education.

- **Universidad de Los Andes, Bogota, Colombia** January 2015  
Advised and coached students to improve their game designs during the JumpCamp, a joint educational program between the Colombian government and the Los Andes University to train game developers.

**Sound Designer and Story Developer** September 2013 – May 2014  
**Carnegie Mellon University – Engage Project**

Joint project between DARPA, Sesame Workshop, and Carnegie Mellon University. The Engage Project develops interactive and multi-platform games utilizing STEM skills education, for the purpose of inspiring kids to become future innovators.

- Generated content and story ideas for the game.
- Designed, recorded, and selected the appropriate sound effects for each event of the game.
- Supported the production cycle from inception to playtest.
- Presented a workshop at the Playful Learning Summit at Ohio University.

**Oracle CRM & BI Presales Consultant - ITIS Support** 2009 – 2011  
**CRM: Customer Relationship Management – BI: Business Intelligence**

ITIS Support is an Oracle Partner Network company that provides specialized consulting services, sales, and implementation of Oracle applications for medium and large-sized companies.

- Designed and proposed technology projects, budgets, and implementation road maps for more than 50 companies.
- Created presentations and assisted in meetings that secured new clients.
- Developed and managed the implementation of an in-house CRM.
- Improved the efficiency of the sales department by creating a centralized information archive.
- *Awarded "The public relations person of the year 2010".*

**Oracle CRM On-Demand Consultant - ITIS Support** 2008 – 2009

- Gathered, analyzed, and understood key features and user needs to design each project.
- Prepared production schedules and developed working solutions for the clients of the company.
- Trained new employees within the company.
- *Awarded "New employee of the year 2008".*

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## ACADEMIC EXPERIENCE

**Stardust: Producer and Sound Designer - (ETC)** **Spring 2013**

- Led a six-person team to create a 3D animated short for *Give Kids the World* resort in Florida.
- Responsible for maintaining the relationship with the client, scheduled and prioritized tasks to deliver the short at the highest level of quality possible.
- Selected sound effects from a library and recorded new ones for the animatic and the final animation.
- Directed actors during the recording of the scratch dialog and the final voiceover.

**Xenon: Co-Producer, Sound Designer and Actor - (ETC)** **Fall 2012**

- Co-managed a seven-person team to create a short video to showcase the team's vision of future technology.
- Facilitated brainstorming sessions, scheduled work tasks, managed deliverable assets while maintaining the team dynamic.
- Directed the composer in the creation of the soundtrack.

**The Grid: Technologist - (ETC)** **Spring 2012**

- Conducted the technology research to design an interactive touch-screen experience to teach kids about energy sources in USA. A project for *The Chicago Museum of Science and Industry*.

**Building Virtual Worlds: Producer and Sound Designer - (ETC)** **Fall 2011**

- Executed five projects in two-week cycles with a focus on rapid prototyping of interactive virtual worlds.
- Prioritized tasks to meet project deadlines while contributing original sound designs to the teams.

**Silver Clouds: A Virtual Reality Application** **Spring 2006**

- Designed and programmed a virtual reality application that simulated the art of Andy Warhol.
- Improved a 2D code into 3D to simulate fluid dynamics.

## SKILLS

**Applications:** Premiere, Audition, Photoshop, Nuke, Maya, Unity, Microsoft Office Suite, Outlook and Oracle CRM.  
**Languages:** English (fluent), Spanish (native language)  
**Knowledge in:** C, C++, Java, SQL  
**Certifications:** Certified ScrumMaster (CSM)

**ACHIEVEMENTS** **Silver Telly Award** – Student category – Where's Miss Merry? 3D Animated short **2014**

**Silver Telly Award** – Sound/Sound Design category - Where's Miss Merry? **2014**

**DATA 2014** – Design, Art and Technology Awards- Student category finalist **2014**

**Walt Disney Imagineering's ImagiNations Design Contest – Semifinalist** **2011**

- Team: Lunar Disney, Carnegie Mellon University

**Colfuturo Scholarship** **2011**

**SIGGRAPH 2006, Virtual Silver Clouds, Boston, MA** **August 2006**

- Presented an article under the Virtual/ Augmented/ Mixed Reality & Environments section.
- Selected as one of 25 out of 198 to present at the Student Research Competition jury at the conference.