

David Ramos

Philippines

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Summary

David is an independent Coach & Consultant helping development teams.

Over the past 20 years, David has been working all over the world for some of the hottest development studios. In his video game career he has developed or directed development on titles such as Prince of Persia, and Prince of Persia: the Forgotten Sands, Lost, or Generation Rex to name a few.

David also graduated from the CQPNL and the Psynapse Institute (Paris) as a NLP Coach. He accumulates 4 years experience in coaching individuals and teams in developing personal and interpersonal skills, self-management and an expression of authentic leadership.

His goal is to support teams, middle management, executives in producing results AND coach them through this process as obstacles arise.

He also acts as a facilitator and makes decisive discussions happen when they will not have happened or not in time.

He is a Scrum specialist and has been implementing, developing and integrating Agile Methodologies successfully with various teams over the past 5 years.

Business objectives:

- Increase performance
- Align behaviors and strategic orientation
- Improve collaboration
- Attract/retain employees/clients
- Build a client-centered approach
- Co-build mission, vision, values and principles
- Develop leadership
- Develop inter-personal skills
- Manage time/stress/priorities
- Conflict resolution
- Complete a project as a team

Specialties: Scrum management for middle sized teams (30 people), Coaching, Best practices for Programming teams, QA etc.

Experience



Consultant and Special Lecturer

De La Salle-College of Saint Benilde

Sep 2012 - Present (10 years 1 month +)

Heavy interest in highly effective, reliable and scalable approaches to classroom management through the use of Blended-Learning:

- Gamification of the classroom: missions, individualized & self-paced learning, immediate feedback etc.

- Project-Based Learning: Real-World projects and outcomes
- Socratic Inquiry
- Grade-less classrooms through Qualitative Feedback
- Emphasis on teaching to "learn how to learn": how to acquire and criticize information in an age of information abundance

Teach Game Design, Game Programming, Artificial intelligence, Game production, Scrum, Unity

Creation of Coursewares & Quick-Kits for Artificial Intelligence, Game Production, Game Design

Review and Updates of the Game Design and Development curriculum

Thesis Adviser for up to 10 teams per term

Video game consultant/Business coach

Self-employed

Mar 2012 - Present (10 years 7 months +)

Consultancy for Secret6

Support the growth of the company by clarifying the role of each and every one, by bringing forth appropriate delegation, best practices and effective processes to the teams.

Speaker

Self-employed

Sep 2012 - Present (10 years 1 month +)

- Gamification of Marketing

at 8th Conference for Aspiring Marketing Professionals - SMX

- Why making video games?

at Y4IT - UP Diliman

- How to effectively pitch your Game Concept?

at ICT Roadshow - Bacolod

- AI & Crowd behavior

at Philippines Game Development Festival - UP Diliman

- Scrum & Spiral Dynamics: From "Doing" Scrum to "Being" Scrum

Emerging Trends in Product Development Methodologies

at IT Summit - Moving IT Forward - DLS-CSB



Introduction leader

Landmark

Aug 2012 - Sep 2012 (2 months)

Lead introductions to the Landmark Forum



Team Lead

Virtuos

Sep 2010 - Sep 2011 (1 year 1 month)

Managed a team of 24 developers for an upcoming Next-Gen & Wii title.

Software architect

IREC

Mar 2010 - Sep 2010 (7 months)

Works as a software architect with C#/WPF to build top-notch user interface for an unannounced product.

Team Lead AI

Ubisoft (Montréal)

Aug 2008 - Oct 2009 (1 year 3 months)

"Prince of Persia: The Forgotten Sands"; (X360/PS3/PC)

Developed a solid Scrum Process for the Gameplay/Animation/Game Design teams, project coordination, gameplay technical decisions etc.

Technical director / Gameplay programmer

Ubisoft (Montréal)

Jan 2007 - Aug 2008 (1 year 8 months)

Completed "Lost" on X360/PS3.

Completed "Prince of persia" on X360/PS3.

Gameplay programmer

Ubisoft (Montpellier)

Oct 2006 - Jan 2007 (4 months)

Worked on "Beowulf" for X360

Gameplay programmer

Ubisoft (Montreuil)

Mar 2006 - Oct 2006 (8 months)

Completed "Red Steel"; for Wii

Generalist/Physics Programmer

Cyanide (Dancing Dots)

Jul 2005 - Feb 2006 (8 months)

Completed the winter game "Winter Challenge" for PC.

Physics Programmer

Kylotonn - KT Racing

Jan 2004 - Jun 2005 (1 year 6 months)

Completed the First Person Shooter "Bet On Soldier" for PC



Teacher assistant

Epitech

Jan 2003 - Sep 2004 (1 year 9 months)

OpenGL, Raycasting/Raytracing, Shell, C, Unix system programming etc.

Tool programmer (Internship)

Toka

Sep 2001 - Feb 2002 (6 months)

3DS Max Exporters, maxscript...

Education



Landmark

Leadership program

2011 - 2012

Psynapse

Certificate, Coaching

2009 - 2010

CQPNL (Centre Québécois de Programmation Neuro-linguistique)

NLP Master Practitioner, Coaching

2007 - 2009

EPITECH (European Institute of Technology)

Master, Information Technology

2000 - 2005

IFIP

Bachelor in Project management, Information Technology

2003 - 2004

Skills

C++ • Unreal Engine • Lighting • Houdini • Visual Effects • Wii • OpenGL • Video Games •
Gameplay • Artificial Intelligence