



## Professional Skills

- ▶ Strong understanding of game systems and content to uncover root causes of an issue to provide detailed bug reports
- ▶ Excellent test fundamentals, knowledge, and experience in white and black box testing
- ▶ Comfortable embracing ignorance to identify gaps in knowledge and working with my team to close those gaps
- ▶ Ability to maintain a level head under pressure and tight deadlines
- ▶ Ability to communicate with technical and non-technical developers
- ▶ Customer service experience over the phone and in person, especially desk-side technical support experience
- ▶ Capacity to work independently and work as a team and serve as a proactive contributor

## Games Experience

### BattleCubes Arena, Mental Block Games

Mobile Strategy Game for UCSC's Games Program Capstone Project made with 11 members

#### Producer / Head Programmer

November 2019 - June 2020

- Developed a concept and pitched to a class of 200; Recruited 11 total members
- Managed weekly sprints and accommodated for differences in schedules
- Facilitated interdisciplinary communications to streamline the flow of ideas between team members.
- Maintained build logs and remote game distribution using Apple's App Store Connect and Google's Play Console
- Nominated to showcase 'BattleCubes' at the Intel University Game Showcase at GDC 2020
- Awarded the B-A-N-A-N-A-S Award during UCSC's Capstone Game Showcase for 'Out-of-the-Box' Game Design
- Designed and Implemented dynamic attack targetting on a manputible 3D Battleground (Think of the classic board game 'Battleships', but on a Rubix Cube!)
- Concepted and Implemented a reduction to engine draw calls by ~80% on mobile devices due to in-game player customization

### OLOS, A Diaz Dev

Personal Project originally conceived during Blackthornprod's 3rd Hosted Game Jam still in development

#### Solo Developer

January 2022 - Present

- Created a Physics Based Character Controller to be used in a 2.5D based enviroment
- Developing a Custom Dungeon Tool in Unity that will allow for procedurally generated play areas

## Work History

### Executive Assistant, Lenkin Design Inc

Sept 2014 - Present

Developed new organization practices for organizing client data and routine system-wide backups. Set up, configured, and monitor network stability using Ubiquiti's Networking Solution

### Online Moderator (Contract), Game Devs of Color Expo

Sept 2021 - Present

Provided discussion topics, encouraging participants to share, and removed unrelated/inappropriate content while notifying event organizers/devs about bugs on virtual social platforms like: www.bramble.live and www.eventbrite.com

### Floor Manager (Contract), Seventh Sense Research

June 2016 - Present

Led a team of 12 to assist correspondents in a time-efficient manner while recording responses to report to the client in determining the viability of a new service/product

## Tools n' Software

Microsoft Office 365  
 Adobe Creative Cloud Suite  
 Atlassian Suite  
 Game Development Engines (Unity Engine, Unreal Engine, )  
 3D Software (Maya, Blender, Fusion 360)  
 GitHub

## Education

### University of California Santa Cruz

Bachelors of Arts in Arts and Design: Games and Playable Media  
09/ 2016 - 07/2020

## Awards

### University of California Santa Cruz: Dean's Honors

Awarded to the top 15% of students in their academic group. Received during the academic quarters of Fall 2018, Winter 2019, and Fall 2019

## Hobbies

3D Printing / Prop Making  
 Game Jams  
 PC Building  
 Hobby Electronics

## Destiny Experience

Total of <2000 hours between both installments of the franchise  
 Experience in more challenging content (Raids, Dungeons, weekly playlists, etc.)  
 Experience shepherding Destiny players through challenging content (most Sherpas being the Whisper Exotic Mission)  
 Experience playing all three classes in Destiny 2