ANTHONY DIAZ

INTERACTIVE MEDIA DESIGNER

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PROFESSIONAL SUMMARY

First-generation Latino graduate, equipped with 5+ years of comprehensive experience in game design, programming, development timeframes, and testing within white and black-box environments. Skilled in organizing and facilitating interdisciplinary communications and devising solutions for technical challenges. Striving to expand my technical breadth and cultivate a culture of excellence.

EDUCATION & AWARDS

2016–2020 University of California Santa Cruz
Bachelors of Arts • Arts and Design: Games and Playable Media

- *Dean's Honors | Fall 2018, Winter 2019, Spring 2019, Fall 2019*

TECHNICAL SKILLS

- Microsoft Office Suite
- Adobe Cloud Suite
- Unity Engine
- Unity Editor tools
- Unreal Engine
- Blender 4.0
- GitHub
- Trello
- Apple's Dev Dashboard
- Google's Play Console
- Windows 10
- Mac

EXPERIENCE

One Life, One Soul • *Unity 2022*
September 2021 - Present

- Developing a free, open-source 'Dungeon Generation Tool' to procedurally generate a layout by piecing together hand-made rooms using a configurable set of rules
- Creating a free, open-source 'Physics-Based Character Controller' for adaptation and use in a 2.5D-based environment

Templo Trek • *Unity 2022*
September 2023 - December 2023

- Executed on a theme provided for the "Con Latinidad 2023 Game Jam" during a one-month development period
- Developed a configurable system for procedurally generating infinite stairways

Producer, Lead Programmer • *Mental Block Games*
September 2019 - August 2020

- Developed and pitched 'BattleCubes Arena' 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
- Designed a tool for dynamic attack targeting on a 3D manipulable battleground
- Conceptualized and implemented optimization technique to reduce engine draw calls by ~80% on mobile devices
- Nominated to be showcased 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

WORK HISTORY

Executive Assistant to the CEO • *Lenkin Design*
January 2014 - Present

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

Online Moderator (Contract) • *Game Devs of Color Expo*
September 2021 - Present

- Facilitate discussions by providing topics and encouraging participants to share their thoughts
- Remove unrelated and inappropriate content during virtual social platform events
- Notify event organizers and developers about bugs on virtual social platforms