**Damien Lindvall-Cruz**

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**EXPERIENCE**

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| **General/Gameplay Programmer –** [**Time to Kill**](https://cleverwasps.itch.io/time-to-kill) | October 2023 – December 2023 |

*Clever Wasps – Full Sail University*

* Created and designed two sections of the game, one being the vertical shaft area and the other being the horizontal area consumed in lava.
* Created an insta kill box for when the player touches lava.
* Created a trigger audio box that when passed through would play a specific audio.
* Created a box that’ll play voice recordings when interacted with found throughout the game tailored to the game’s lore.
* Created a simple checkpoint system that would save the player’s position and current condition, for when they die and respawn, they keep all that they had at that checkpoint.
* Worked on the character’s death animation and how it played out as well as what sound would play when occurred.

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| **General/Gameplay Programmer –** [**Venture Time**](https://cleverwasps.itch.io/venture-time) | September 2024 – September 2024 |

*Clever Wasps – Full Sail University*

* Gathered and applied sound effects for multiple aspects of the game, such as attacking, picking up items, and level transition, as well as how they functioned.
* Worked within Unity’s animation system to pick points during player or enemy animations where in which these sound effects would best be played.
* Created and designed how the player would gather their items from the chests and how their own sounds would work when interacted with.

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| **General/Gameplay Programmer –** [**Hollow End**](https://cleverwasps.itch.io/hollow-end) | November 2024 – January 2025 |

*Clever Wasps – Full Sail University*

* Worked on gathering and applying sound effects for all aspects of play such as player noises, enemy noises, and general noises and they all function within the game.
* Created a simple music box that’ll play and replay a level’s music until all enemies within the area are defeated.
* Created a simple sub-character script known as NPC meant for our non-playable characters and their functions that work in time with specialized animations.

**SKILLS**

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| * Object Oriented Programming
* Computer Science
* Version Control (GIT/Perforce)
* Some experience in SQL and DirectX11
* Adept at teamwork, with the ability to collaborate seamlessly with other developers and designers in cross-functional settings.
 | * Game Engines (Unity/Unreal)
* Agile Development and Scrum
* Proficient in C++ and C#
* In terms of Unreal, I can work well with both blueprints and C++
 | * Data Structures and Algorithms
* Debugging/Troubleshooting
* Mathematics (Linear Algebra, Calculus, etc.)
* Thorough grasp of the processes and methodologies involved in game development.
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**EDUCATION**

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| **Bachelor of Science in Game Development (B.S.)***Full Sail University, Winter Park FL* | February 2025 |