Danny Cruz

Game Designer

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SKILLS

Gameplay and UI Programming, Game Design, UX, Agile, C#, C++, Unity, Unreal Engine 4, Adobe Illustrator, Photoshop, Excel Spreadsheets

EXPERIENCE

Blind Squirrel Games – July 2015 - Oct 2016 - *Junior UI Programmer*
July 2015 - Oct 2016
- BioShock: The Collection (Remaster)
- XCOM 2 (PS4/XB1 Port)

EDUCATION

The Art Institute – Orange County – *Bachelor of Science (BS), Visual and Game Programming*
2011 - 2015

PERSONAL WORK

Shipped
Looper – Infinite Runner with over 5 million installs - **Play Store** | **App Store**

Playable Demos
Hopper – Mobile Platformer (Press and hold left/right half of the screen to jump, should work on mobile as well as PC/Mac) - **Link**

Color Breaker – Brick Breaker Color-Based Shooter - **Link**

Speed Golf – Action/Arcade style Golf (For lack of a better title) - **Link**