

# ADRIAN LINCOLN CRUZ

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## Technical Skills (Listed in order of proficiency)

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**Source Control**  
GitHub and Git

**Game Engines**  
Unity, Unreal, and GameMaker

**Scripting**  
PowerShell and Python

**Game**  
Game Design, Game Physics,  
Game Development

**Coding Languages**  
C# and C++  
Java, HTML, CSS, XML, and Dart

## Industry Experience

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**ASSOCIATE SOFTWARE ENGINEER, Nice CXone |** Sandy, Utah  
Neumont Collaborative Project

January 16, 2024 - Current

- Conducted an audit on an API that serves over 100+ customers.
- Designed and implemented a feature integrated within the API.
- Executed unit testing across multiple repositories.

*Technologies Used: Java, Git, GitHub, PowerShell, Jira, Postman, Docker, Mockito*

**LEAD SOFTWARE DEVELOPER, NovaModel 3D |** Salt Lake City, Utah  
Neumont Senior Capstone Project

October - December 2023

- Researched into the latest text-to-image and image-to-3D model technologies.
- Utilized AWS containers to store all the generated models made by users.
- Developed tools in Unity for users to place newly generated models.

*Technologies Used: Git, Unity, Amazon AWS, Meshy.ai, OpenAI, Python, PowerShell, XML, CSS*

## Education

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**BACHELOR OF SCIENCE SOFTWARE AND GAME DEVELOPMENT**  
Neumont College of Computer Science - Salt Lake City, UT

August 2024

- Awards: President's List - Fall 2021 – Spring 2023, Dean's List – Summer 2023
- GPA: 3.9
- Leadership: Senator of Unified Student Government (USG) – Fall 2022 - Current