

David Diaz

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EDUCATION

University of California Santa Cruz

September 2019 - Present

Computer Science: Game Design

GPA: 3.87

Relevant Coursework:

- Game Design Foundations
- Visual Communication and Interaction Design
- Python Programming
- Computer systems and C Programming

Extracurricular activities and achievements:

- UCSC game design collaboration

EXPERIENCE

Freelancing and Volunteering

- Assorted physical and digital games
- Volunteered at an Explorit children's science center
- Ran a boy scout troop as a Senior Patrol Leader
- Staffed at boy scout camps

PROJECTS

Growing Gardens — Card Game

This was a digital card game that I built from the ground up by myself. Development entailed knowing design principles and practicing design methodology elements like prototyping and the iterative process to create the game over time.

Explorit Burrowing Owls Science day — Children's event

I worked in a group to organize and host a burrowing owls conservation and activities event at a local science center called Explorit. I organized activities for children like painting a ceramic owl, and helped kids to complete the activities.

SKILLS

Python Programming -1 year

C/C++ - 1 year

Scratch -6 years.

AWARDS

Eagle scout

Dean's Honors List

LANGUAGES

English - Expert

Spanish - Intermediate