NAME	CUYLER LORENZANA
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PHONE	805-844-0561
CLASS	INDIE GAME DEVELOPER

BACKGROUND

SKILLS
- 2D AND 3D VECTOR MATH AND PHYSICS
- CUSTOM INSPECTORS IN UNITY
- UI
- INVENTORY
- PLAYER CONTROLS
- ANIMATION
- STATE MACHINES
- AI BEHAVIOR
- OBJECT ORIENTED PROGRAMMING (OOP)
- SYNCHRONOUS MULTIPLAYER

OTHER TOOLS
- PHOTON PUN (UNITY NETWORKING)
- GIT
- GITHUB
- TRELLO

PROGRAMMING LANGUAGES
- C#
- HTML
- PYTHON
- JAVA
- CSS
- LUA
- JAVASCRIPT
- SCENESCRIPT (WALLPAPER ENIGNE)

EDUCATION
CODE ACADEMY AT PACIFICA HIGH SCHOOL 2016 - 2019

EQUIPMENT

SPELLFORGED, 2021 - PRESENT
VIDEO GAME
- DESIGNED, PROGRAMMED, AND CREATED ASSETS FOR A METROIDVANIA GAME IN UNITY.

- PROGRAMMED CUSTOM INSPECTORS IN UNITY USING C# TO INCREASE PRODUCTIVITY WHILE DESIGNING LEVELS.

- PROGRAMMED TOOLS TO SPEED UP PROCESSES SUCH AS HITBOX PLACEMENT FOR TERRAIN, AND PLACING BACKGROUND FOLIAGE AND ROCKS.

- DESIGNED AND PROGRAMMED RESPONSIVE UI TO CONVEY WHAT IS HAPPENING TO THE PLAYER

SCALES WITH: [Unity] [Ps] [Pr] [Guitar] [Audio] [C#]

Icon	Years
Unity	7 YEARS
Unreal	2 YEARS
Ps	8 YEARS
Pr	6 YEARS
Guitar	2 YEARS
Blender	5 YEARS
Audio	2 YEARS
C#	7 YEARS

WAVE JUMPER, 2020 - 2021
VIDEO GAME
- DESIGNED, PROGRAMMED, AND CREATED ASSETS FOR A SIMPLE 2D PLATFORMER IN UNITY FOR WINDOWS AND MAC WHICH RESULTED IN MANY POSITIVE REVIEWS AND OVER A THOUSAND DOWNLOADS.

- PROGRAMMED UI TO DO BASIC FUNCTIONS SUCH AS RETURN TO MAIN MENU OR LEVEL SELECT, CHANGE VOLUMES, OR QUIT.

- PROGRAMMED SIMPLE MOVEMENT CONTROLS

SCALES WITH: [Unity] [Ps] [Pr] [Guitar] [Audio] [C#]

FINALIZE APPLICANT