

Cuyler Lorenzana

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Experience

2020 - Present

Spellforged - Developer, Video Game

Designed a metroidvania style game, based around a magical fantasy type of setting. I created all visual assets for the game including sprites, animations, shaders, and VFX. I've also programmed all the interconnecting systems in the game such as inventory, interacting, movement, and attacks. I also created quality of life tools in Unity and C# to help design levels faster.

2019

Wave Jumper - Developer, Video Game

I designed everything in the game myself from the art to the gameplay and later released the game in 2021 to familiarize myself with the process of releasing a game on steam so I could do it again with a more refined game I'm currently working on.

January 2019 - May 2019

Skoolcade - Developer, Video Game Design Competition

During my senior year of high school I made an entire 2D platformer game for a local school game jam and got 1st Place. During development I learned a lot about Unity and making reusable code so I don't have to keep programming similar things.

May 2018

Skoolcade - Developer, Video Game Design Competition

During my junior year of high school I made a 3D runner game for a local school competition by myself in two weeks without any prior knowledge of Unity or C#. I used my knowledge of Java that I learned from the CODE Academy at that time and applied it to Unity to help me learn C#.

2018 & 2019

Cyberpatriot - Team Leader

Air Force Association Cybersecurity Competition

During my junior and senior year of high school I led two teams of six people and managed who would work on certain criteria based on skill, knowledge, and desire to learn. We worked together to remove malicious software from different OS such as Windows, Linux and Windows Server and even learn how to make networks via Cisco.

Skills

Programming

Languages

- C#
- Java
- JavaScript
- HTML
- CSS
- Lua

Other

- Photon Pun
(Unity Networking)
- Git and GitHub
- Trello

Programs

- Unity
- Unreal
- Photoshop
- Premiere Pro
- Illustrator
- Animate
- Blender
- Audacity
- GarageBand
- Aseprite

Education

Pacifica High School

- CODE Academy
- Passed the APCSP Test
- Passed the APCSA Test

Portfolio

[Professional Website](#)

[LinkedIn](#)

[Spellforged Steam Page](#)

[Wave Jumper Steam Page](#)

[Github](#)

[ArtStation](#)

Interests: Game Development, Programming, Art and Animation, Music, Video Games, Learning, Computer Science, Making Things and Hearing People's Stories.

Inspirational Games: Hollow Knight, Overwatch, Souls Series, Cult of the Lamb, Baldur's Gate III, Ultrakill, COD Black Ops III (Zombies), and Rocket League