

Brendan Manuel Cafferata Erquiaga

Technical Game Designer

Skills

Unity 3D Engine

C# Proficient

HTML/CSS

Adobe Illustrator/Photoshop

Android SDK

Microsoft Surface SDK

Fast Learner

Natural Leader

Related Experience

- **Lead Designer/Lead Scripter on "Fireball"** (06/2011 - Present)
 - 3D First Person puzzle game in Unity 3D
 - Spearheaded several design overhauls
- **Lead Designer/Lead Scripter on Trade Secret** (05/2010 - 05/2011)
 - 2.5D Multiplayer Web-based action/platformer made in Unity 3D
 - Game hand selected by UAT to represent the school at GDC
- **Designer/Programmer on WPB** (02/2010 - 03/2010)
 - 1-4 Player Microsoft Surface Game
 - Created game layout and helped with mechanics
 - Programmer
- **Lead Design/Programming on Amadeus Kateas** (05/2010 - 09/2010)
 - Fun casual multiplayer Microsoft Surface Game
 - Created game mechanics
 - Programmer

Education

Bachelor of Arts in Game Design

(Expected Graduation of 08/2011)

University of Advancing Technology – Tempe, AZ

Employment

New Amsterdam Consulting

(11/2011-Present)

Contract Web Developer

SMALLab

(04/2011-08/2011)

Contract Unity Developer

Make A Difference (now Hands on Greater Phoenix)

(10/2007-06/2008)

AmeriCorps Member/Audubon Arizona Volunteer Coordinator