

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 - 04/2012)
 - 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
- 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

Class of 2011

University of Advancing Technology – Tempe, AZ

Employment

CORE Educations

(10/2012-12/2012)

Contract Unity Developer

iD Tech Camp

(06/2011-08/2012)

Camp Counselor

New Amsterdam Consulting

(11/2011-02/2012)

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