**Brendan Manuel Cafferata Erquiaga**

**Technical Game Designer**

**Skills**

Unity 3D Engine Android SDK

C# Proficient Microsoft Surface SDK

HTML/CSS Fast Learner

Adobe Illustrator/Photoshop 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