**Brendan Manuel Cafferata Erquiaga**

**Technical Game Designer**

**Skills**

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| --- | --- |
| Unity 3D Engine | Android SDK |
| C# Proficient | Microsoft Surface SDK |
| HTML/CSS | Fast Learner |
| Adobe Illustrator/Photoshop | Natural Leader |

**Related Experience**

* Founder of Retora Black (09/2013 - Present)
  + Founded a mobile game company
  + 3 month accelerator program with Game Founders
* Lead Designer/Lead Scripter on “Fireball” (06/2011 - 04/2012)
  + 3D First Person puzzle game in Unity 3D
* 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

**Education**

**Bachelor of Arts in Game Design Class of 2011**

University of Advancing Technology – Tempe, AZ

**Employment**

**Retora Game Studios** (12/2012-Present)

Unity Developer

**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