

Dante Azucar

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EXPERIENCE

PlayTestCloud

Pasadena, CA

Quality Assurance Tester on 50 Websites and Games

June 2022-Present

- Collaborated with others to define product quality standards and made reports to adjust/correct product quality and satisfaction
- Gained a deep understanding of level design, website design, and the process of software development
- Provided deep, precise, and clarifying reports and data

Games for Change National Challenge

Pasadena, CA

Developer and Project Manager

August 2022-June 2023

- Conducted initial research and design thinking workshops with a team to develop a video game concept to submit for the national Games for Change challenge, under the theme of environmental awareness. The game was a 2D top-down game that followed a main character as they traversed the ocean riddled with trash cleaning their way across all 7 oceans
- Developed a storyboard, game map, initial character art, and tile map for the game using the design tool Figma and sprite sheet creator Piskel
- Prepared and conducted play testing research with recruited target audience participants using methods such as input map testing, focus groups, and usability walkthroughs
- Developed the game in GDScript using the industry game engine Godot, launching the final result on itch.io, and submitting it to the Games for Change challenge
- Demoed the final version to peers for feedback, through a 20-minute final presentation

Robo Rally

Pasadena, CA

Developer/Engineer

Sept 2021-June 2022

- Engineered a robot and developed software capable of retrieving items and autonomously navigating predefined locations to score points,
- Utilized C# and ASP.NET Framework to control robot behavior and control algorithms
- Integrated various sensors, including Light cameras, touch sensors(buttons), and sonars for perception and navigation
- Designed and implemented a navigation system to ensure efficient movement

EDUCATION

Pasadena High School

Pasadena, CA

GPA 4.53(W)/3.83, Class Rank: 23 of 329

Class of 2025

Notable Coursework Web Dev 1,2, AP Computer Science Principles, AP Pre-Calculus, AP Calculus AB

ADDITIONAL SKILLS

- Knowledge of Javascript, HTML, CSS, Python, Scratch, C++, C#, GDScript, Lua, Unity, Unreal, Godot
- Proficient in Adobe Photoshop, Adobe Premiere Pro, Figma, Trello, Github, Gitpod
- Knowledge of Slack, After Effects, Adobe Illustrator
- Fluent in Spanish, English

