

# Rodger Lugo Cruz

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## **EDUCATION**

**University of Wisconsin-Stout**, Menomonie, WI 08/2018 – 05/2022  
*Bachelor's degree in **Computer Science, Concentration in Game Design and Development***

**InterAmerican University**, Bayamón, PR 08/2015 - 05/2018  
*Bachelor's degree in **Design and Development of Video Game***

## **RELEVANT COURSEWORK**

Psychology of Video Games   Data Structures   Calculus   Logical Programming  
Object Oriented Programming   Video Game Development   Web and Internet Programing

## **PROGRAMMING SKILLS:**

C++, C#, Java, Unity, Visual Studio, Adobe Dreamweaver CC, HTML, SQL, CSS, PHP

## **SELECTED PROJECTS**

**Don't Blow it:** (Smartphone videogame application) 01/2019 – 05/2019

- Worked closely with a Graphic Designer to develop a runner adventure mobile game, using Unity, Visual Studio, and C#.
- Developed 5 levels with different theme, character, and character abilities.
- Developed user friendly interface, added multimedia to improve the user engagement, testing the game and solving problems.
- Presented the game over 100 participant in the annual event of the University of Wisconsin-Stout SGX.

## **EXPERIENCE**

**InterAmerican University**, Bayamón, PR 08/2016 – 05/2018

*Advisor*

- Helped over 500 students with their class schedule management.
- Answer phone calls, reply emails, and offering consulting for students.
- Following up to ensure resolution and write weekly progress report.

## **LANGUAGES:**

Spanish, English