

Angelo Cruz

Game Designer | Technical Designer

Experience

Hollow Flowers, Ruido Amigo, Buenos Aires, Argentina

2024 - Present (Production)

Game Designer & Programmer

- Rapid prototyping and Level Design for a UE5 Vertical Slice, balancing narrative pace, mechanics and puzzles.
- Programmed complex events via Blueprints: Material instances, VFX integration, and Level Sequences with QTEs.
- Designed and implemented time/space control mechanics using a handycam.

Acid Rain, Second Brain SpA, Talca, Chile

2025 (Shipped)

Game Designer & Programmer

- Solo project shipped for Windows and Android.
- Handled end-to-end development: Game Design, Programming, and Art.
- Balanced the economy of object spawning and difficulty progression (pacing).

Lluvia de Verano, Lafcadio Producciones SpA, San Fernando, Chile

2024 - Present (Pre-production)

Game Director

- Translated a film script into a branching narrative game design structure.
- Designed unique interaction systems for three protagonists using Theory of Mind principles to differentiate their psychological perspectives.
- Created GDDs, level beat charts, and implemented cinematics/interaction points directly in UE5.

Fading Memories, IP Arcos, Santiago, Chile

2023 (Thesis Project)

Game Director

- Led the full development lifecycle in Unity, from mechanics prototyping to final build.
- Designed environment-based storytelling elements to simulate the experience of Alzheimer's disease based on clinical research.
- Balanced gameplay and narrative to ensure a respectful, non-romanticized representation of mental health conditions.

Gliding Stork, VR Game Jam

2023 (Shipped)

Level Designer & Set Dresser

- Designed level layout, object placement and set dressing within VR constraints.
- Balanced the distance between wind updrafts, obstacles, and rewards to ensure fluid navigation.

Education

Game Designer Certification, Epic Games, Coursera.

2025 - Present

Professional Diploma in Game Design, IP Arcos, Santiago, Chile.

2020 - 2023

B.S. in Psychology, Universidad de Talca, Talca, Chile.

2014 - 2019

Contact

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<https://cruzvan.github.io/portfolio>

<https://www.linkedin.com/in/cruzvan>

Talca, Chile.

Hard Skills

Gameplay & Systems Design

Rapid Prototyping (UE5/Unity)

Game Balancing & Economy

Documentation (GDD)

Applied Psychology & UX

Level Design

Project Management

Soft Skills

Cross-Functional Collaboration

Critical & Lateral Thinking

Creative Innovation

Strategic Planning & Organization

Assertive Communication

Requirements Gathering

User-Centric Mindset

Tools & Software

Unreal Engine

Unity

Obsidian/Notion/Confluence

Figma

Affinity/Photoshop

Visual Studio Code

Git

Excel/Spreadsheets

Word/Docs

Premiere

Gemini/ComfyUI

Languages

Spanish

English

Portuguese (basic).