

# 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

+56 9 64148646

angelocruz.vgd@gmail.com

<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).