

# Daniel Acevedo

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## *Curriculum vitae*

Santa Cruz, CA  
(951) 406-7321 | daceved4@ucsc.edu  
Portfolio: dacevedo11.github.io  
LinkedIn: linkedin.com/in/danacevedo

## EDUCATION

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**Bachelor of Arts (B.A.)** June 2024

**Art & Design: Games and Playable Media**

*University of California, Santa Cruz*

- GPA 3.96
- Dean's Honors List (Winter 2023, Spring 2023)
- Relevant Coursework: Interactive Storytelling, Game Design Practicum, Computer Programming for the Arts, Illustrating Stories, Character Creation for Video Games, Game Design Studio

**Associate of Science for Transfer (A.S.-T)** May 2022

**Computer Science**

*Mt. San Jacinto College*

- President's Honors List (Spring 2020, Spring 2021)
- Relevant Coursework: Creative Writing, Java Programming, Python Programming, Data Structures and Algorithms, Discrete Structures, Computer Organization and Assembly Language, Interpersonal Communication

## RESEARCH EXPERIENCE

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**Game User Interaction and Intelligence Lab** August 2023 - Present

*University of California, Santa Cruz*

- Under the supervision of Dr. Magy Seif El-Nasr, actively contributed to the lab's overarching focus on advancing technological, methodological, and design innovations for social impact in gaming
- Led the narrative development and design of LUX 2.0, an Alternate Reality Game designed to explore coping behaviors, emotion regulation, and well-being among college students
- Contributed to the design of a serious game that aims to encourage sustainable behavior change in the context of rising sea levels

## PROJECTS

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**Project Slime - Digital Game**

*December 2023*

- Role: UI/UX Designer, Programmer

- Description: A short 2D RPG game made using Godot. It follows an adventurer who befriends the forest creatures and defeats ghosts and ghouls so that they may move onto the afterlife

### **Anime Database - Website**

*December 2023*

- Role: UI/UX Designer, Programmer
- Description: Developed an anime database website enabling users to search for information about their favorite anime. Implemented the Jikan API to retrieve data

### **Climate Resilience Project - Serious Game**

*November 2023*

- Role: Game Designer
- Description: Contributed to the design of a serious game focused on climate resilience. Emphasis on incorporating incentives to motivate players to adopt sustainable practices

### **La Lechuza - Visual Novel Game**

*November 2023*

- Role: Game Designer, Programmer, Character Artist, Narrative Designer
- Description: Created a short visual novel game using the Ren'Py game engine. The game follows two boys venturing into an old abandoned village rumored to be the home of a witch

### **LUX 2.0 - Alternate Reality Game**

*September 2023*

- Role: Lead Narrative Developer and Designer
- Description: Refined narrative elements, crafted puzzles, and contributed to the development of an adaptive AI system for narrative delivery

### **Loteria: US Army Edition - Physical Game**

*September 2023*

- Role: Game Designer, Artist
- Description: Developed a physical card game, Loteria: US Army Edition, with references to Army culture. A personal project created for fun, including the creation of game art within a single day

### **Portfolio - Personal Website**

*June 2023*

- Role: UI/UX Designer, Programmer
- Description: Created a personal website serving as a comprehensive portfolio. The entire website was coded from scratch using HTML and CSS

### **Original Character Concept - Digital Art and 3D Model**

*January 2023*

- Role: Artist
- Description: Sketched an original character concept and created rigged 3D model with a run cycle. Used Procreate, Blender, and Adobe Substance 3D

## **TeamFight! - Physical Card Game**

*December 2022*

- Role: Game Designer, Artist, Systems Designer
- Description: A card game that uses dice to simulate combat. This was a solo project done over a period of 5 weeks including playtesting

## **WORK EXPERIENCE**

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### **Lead Administrative Specialist**

September 2022 - Present

*UCSC Veterans Resource Center*

- Provided guidance and support to military-connected students, aiding them in accessing educational benefits and maximizing campus resources effectively
- Collaborated seamlessly within the team to drive the accomplishment of organizational objectives and targets
- Efficiently manage schedules and calendars, ensuring optimal time utilization and smooth task coordination
- Contributed to the creation of a proposal by gathering and incorporating student feedback, and successfully advocated for a substantial budget increase from \$8,000 to \$37,000 within a single year

### **VA Certifying Official Admin. Assistant**

June 2023 - September 2023

*UCSC Office of the Registrar*

- Processed and submitted VA educational benefits, utilizing manual data entry to validate enrollment, tuition, academic plans, demographic information, and course dates
- Advised military-connected students and dependents on accessing VA educational benefits

### **Team Leader**

September 2015 - August 2019

*United States Army*

- Oversaw the health and welfare of 100 assigned personnel
- Maintained medical records and patient information
- Managed supplies and equipment worth over \$500,000
- Demonstrated ability to work efficiently and effectively under pressure

## **HONORS AND AWARDS**

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### **University of California, Santa Cruz**

- Bruce Lane Memorial Scholarship
- Certificate of Distinguished Accomplishment for Excellence in Equity & Education
- Sylvia Miller Memorial Scholarship
- Vets 4 Vets Santa Cruz Memorial Scholarship

### **United States Army**

- Afghanistan Campaign Medal
- Army Achievement Medal
- Army Commendation Medal

- Army Good Conduct Medal
- Certificate of Achievement
- Certificate of Excellence
- NATO Medal
- Overseas Service Ribbon

## **VOLUNTEER WORK**

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**President** December 2022 - Present

*UCSC Student Veterans Association*

- Founded a student organization to build a meaningful community for student veterans and other military-connected students
- Succeeded in becoming recognized as an official chapter of Student Veterans of America

**Scholarship Committee Member** June 2023 - Present

*Vets 4 Vets Santa Cruz*

- Actively contribute to a local non-profit organization, collaborating in event planning and fundraising efforts dedicated to supporting veterans' causes
- Selected as a recipient of the inaugural Vets 4 Vets Scholarship, leading to my subsequent appointment as a member of the the scholarship committee
- As a member of the scholarship committee, played a key role in the selection process, ultimately awarding \$5,000 to five recipients

## **CONFERENCES AND PROFESSIONAL DEVELOPMENT**

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**Student Veterans of America National Conference**

*Nashville, TN - January 2024*

**Yosemite Veterans Education and Leadership Seminar**

*Yosemite National Park - September 2023*

**Student Veterans of America Regional Summit**

*Sacramento, CA - August 2023*

**Writer's Block Party**

*Austin, TX - July 2023*

**Student Veterans of America National Conference**

*Orlando, FL - January 2023*

## **SKILLS**

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**Programming Languages:**

- Java, Python, HTML, CSS, JavaScript

**Game Engines:**

- Blender, Construct, Inky, RenPy, RPG Maker, Twine

**Languages:**

- Fluent in English and Spanish

**Other:**

- GitHub, Google Workspace, Microsoft Office, Zoom
- Mac OS, Windows OS