DARIUS MARC C. CRUZ

Bachelor of Science in Mathematics with Specialization in Computer Science

CONTACT

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SUMMARY

A computer science graduate at Bulacan State University with passion in Game Development particularly in unity and godot engine using C++, C#, java and GdScript as programming language. he is willing to learn to become a developer in the future.

SKILLS

Game Development
Mobile Development
Computer Hardware/Software
Basic Computer Network

TOOLS

- Microsoft Office (Word, Excel, PPT)
- C++, C#, Java, GdScript, Python
- Godot Engine, Unity Engine
- Android Studio
- Figma, Canva, Photoshop

ACHIEVEMENTS

Nomination for Best in Thesis, Best Presenter, Best Thesis Poster and Best Programmed System
Bulacan State University | May 2024

Member of Mathematics Society (MathSoc)
Bulacan State University | 2020 - 2021

SEMINAR/S & TRAINING

- **Pre-employment Readiness Seminar**
  Bulacan State University | May 2024
- **C++ Certification Course**
  Programming Hub | August 2023

EDUCATION

Bulacan State University
Guinhawa, City of Malolos, Bulacan
Bachelor of Science in Mathematics with Specialization in Computer Science
2020 - 2024

WORK EXPERIENCE

Regional Trial Court (RTC, Malolos, Bulacan)
On the Job Traning | June 2023 - July 2023
- Docketing criminal case in their database digitally and maintaining accurate records
- Assisting people regarding their criminal number and cases

PROJECTS

Galactic Arithmetic 2D
Bulacan State University | 2023 - 2024

- Using Godot Engine and built-in GdScript as programming language, I was the main developer of the game.
- Designed to help elementary students learn arithmetic concepts promoting enjoyment and satisfaction without jeopardizing the knowledge the students need to gain.
- Nominated as Best Thesis in our recent CS Thesis Conference Week (May 2024).

Mobile Application Prototyping using Figma
Bulacan State University | 2024
- A group project where we are tasked to do a design for the front-end of our chosen mobile application using Figma.

Arithmetic Fury
Bulacan State University | 2023

- Using Unity Engine and C# as programming language, I was the co-programmer of the game.
- A 3D Survival-shooting game made with Unity and C# where the goal is to survive a swarm of unknown entities.

REFERENCES

Ronald Ng
Computer Technician
Balagtas, Bulacan
0995 2555 509

Marcus Marcos
IT Instructor | Bulacan State University
Malolos, Bulacan
0933 4311 633