KEVIN DA CRUZ

kmdc64.github.io
kmdcruz64@gmail.com
linkedin.com/in/kevindacruz00

About:

Game developer with a love for crafting unique, fun, and memorable experiences. Three years of experience under the belt, working solo and with teams as a programmer.

Skills:

Programming: C#, C++, Python, JavaScript
Game Engines & Libraries: Unity, Godot, Unreal Engine 5, PyGame
Tools: Rider, Visual Studio, Git, SourceTree, Hansoft, Trello, Photoshop, Draw.io, Davinci Resolve
Miscellaneous: Agile/Scrum, MVC & MVVM architecture, Front-end web development, Graphic design, VR game development experience, Documentation writing

Education:

University of Greenwich – London, UK
BSC in Games Design & Development
First Class Honours
September 2019 – July 2022
Key modules included OOP, Procedural generation, Networking, Game design, and 3D Modelling, animation & cinematics. Various game projects were developed independently and in teams.

Hobbies & Interests:

In my free time I like to write stories & characters in worlds that I hope to bring to life someday! I'm always getting inspired by the films, shows & comics I enjoy, and love learning about the process behind making them.

On occasion I also like to organise Game Nights, whether it be board games, party games or online-multiplayer games.

Some of my favourite games include *Portal*, the *Prince of Persia: Sands of Time* trilogy, *Final Fantasy X*, *CIV 5*, *Resistance: Fall of Man*, *Transistor*, Little Big Planet 2, and *Telltale's The Wolf Among Us*.

Experience:

Junior Software Engineer (UI) – Sonic Mobile Team
SEGA HARDlight, England – *July 2022 – Current*

- Regularly collaborate with artists & designers on the development of several major UI/player-facing features on live service titles *Sonic Dash* & *Sonic Forces: Speed Battle*. One such feature was an overhaul of the Main Menu & character selection screen.
- Improved key areas within the *Sonic Dash* codebase to allow for greater scalability of new & existing UI systems, as well as greatly improving performance on low-end devices.
- Fixing UI & Gameplay related bugs by debugging & unit testing to find the root issue, then implementing a cost-effective solution.
- Developed tools to optimise the Character Creation pipeline on *Sonic Dash*, doubling the rate at which new characters can be implemented annually. As part of this, Editor-GUI extensions were created & distributed studio-wide to aid internal tool building.
- As the first in the role, I wrote studio-wide documentation on UI implementation & best practices within Unity that is shared with other engineers & artists. This has been used to help onboard those in the same role that have joined after myself.

Projects:

Project Goldfish | Wave-based Survival FPS game
Unreal Engine 5.3 | Solo dev | April 2024 – Ongoing

- Implemented enemy behaviours & wave system with progressive difficulty using C++, Blueprints & the Behaviour Tree system.
- First person controller with weapon equipping, firing & reload mechanics.
- Implemented in-game HUD & frontend UI using Blueprint visual scripting & C++, adopting a MVVM approach to architecture.
- Implemented health & points system.
- Continuing to develop this project with additional features.

A Long Commute (The GDD Jam) | *Arcade hopper game*
Unity | Programmer | Team of 3 | April 2024 | 48h Jam

- Implemented the procedural track system with progressive difficulty, multiple biome support, and RNG item spawning.
- Implemented full game loop, character controller & player stats.
- Supported Tech Artist to bring Happiness-Colour system to life. It serves as a survival mechanic tied to the difficulty.

Sunseekers | *Multiplayer social deduction game*
Unity | Programmer | Team of 4 | October 2021 – March 2022

- *Rapidly prototyped gameplay ideas and iterated the core gameplay loop based on playtest feedback.*
- *Implemented Unity Netcode to facilitate peer-to-peer lobbies.*
- *Designed & implemented the game's UI.*
- *Implemented a player avatar customisation system that can be seen by other players in the multiplayer session.*
- *Led bi-weekly sprints and managed teammates' tasks on Trello.*