

Ed Martin Julio Cruz

Technical Skills

Languages: Java, Javascript, C, C++, C#, Python

Game Engines: Unity, GameMaker, Twine

Management of MySQL databases using JDBC.

Java and C++ socket programming to make online games.

Strong understanding of data structures.

Application of different A.I. techniques such as MCTS and Rule Based Systems.

Generally proficient in debugging and problem solving.

Contact Info

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Game Projects

Shelter Skelter (2016)

Language: Javascript

Role: Lead Programmer

Description: A task management game where the player runs an animal shelter. I worked on the vast majority of the programming in the project including implementation of character interactions, background variables controlling game flow, decision making algorithms used by NPCs and inserting and properly arranging art assets.

Rotato (2014 - Present)

Language: GML / Unity (C#)

Role: Lead Designer, Programmer

Description: A shoot-em-up where the player dodges bullets by rotating them with respect to the center of the screen. I dealt with everything regarding the rotation mechanic, from conception to implementation. Also led the level design philosophy as levels had to be designed in a way that fully utilized the rotation mechanic. Distributed tasks to teammates taking into consideration the workload of a task and interest in particular aspects of the project.

Destroy All Shaps (2011)

Language: Java, SQL

Role: Solo Project

Description: A tactics game where positioning is emphasized as the player can only place their units within a small grid. Self study project done entirely in Java using the Swing library for visual representation. Intending mimic a mobile game, it uses socket programming, MySQL and JDBC to retain and update individual player data.

Extra Curricular Activities

Deer Valley High School - Vice President of Robotics Club

Game Mechanics research and numerical analysis.

Education

University of California, Santa Cruz:

Senior Student in Computer Science: Game Design

Los Medanos College and Diablo Valley College:

Robotics, Engineering and Computer Science

Relevant Courses Taken:

Game Design Studio, Game A.I., Interactive Narrative, Game Systems, Probability Theory