KEVIN DA CRUZ

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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 and sometimes as a designer.

Skills:

Programming: **C#, C++,** Python, JavaScript, HTML/CSS
Game Engines & Libraries: **Unreal Engine 5, Unity,** Godot, PyGame, RayLib
Tools: Visual Studio, JetBrains Rider, Git, SourceTree, Perforce, DevOps, Hansoft, Jira, Trello, Confluence
Miscellaneous: **MVC & MVVM architecture**, Front-end web development, Agile/Scrum, 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*, *Transistor*, Little Big Planet 2, and *Telltale's The Wolf Among Us*.

Experience:

UI Engineer
Maverick Games, England (August 2024 – Current)

- Developing an unannounced project's UI architecture in **Unreal Engine 5** with scalable systems that allow for quick iteration and reliable UX flows.
- Building new **UMG** Widgets in **C++** and exposing key functionality in **Blueprints** to allow Artists & Designers to build UI in-engine.
- **Collaborating** with Gameplay Engineering to facilitate data bindings to the UI in the form of View Models.
- Writing **documentation** on pipelines and workflows.

Junior Software Engineer (UI)
SEGA HARDlight, England (July 2022 – August 2024)

- **Collaborated with artists & designers** on the development of several major **UI-heavy player-facing** features on live service titles *Sonic Dash* & *Sonic Forces: Speed Battle* as the primary programmer.
- **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.
- **Developed tools** to optimise the **Character Creation pipeline** on *Sonic Dash*, allowing for parallelisation in the pipeline and increasing the rate at which new characters can be implemented annually.
- Developed **Editor-GUI extensions** for Unity that allows other teams within the studio to produce tools that share a consistent design language & layout.
- 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.
- Occasionally carried out duties as the **engineer assigned to a release**. This meant communicating with different disciplines to ensure the release is on schedule and **serving as the point of contact** for any issues that may arise during QA testing or while **monitoring metrics post-release**.

Sidequests:

Manabu | Deduction Game – Winner of the GDG Jam 3.0

Unity | Team of 4 | October 2024 | 1 Week Jam

- Owned the "interrogation" side of the gameplay loop which involved building:
    - Branching dialogue system with conditional branches and "memory"
    - Trust/emotion system that influenced conversations with suspects
    - Scalable interrogation system that supported an infinite number of suspects for questioning, with tracking of possible motives found & confessions
    - Visual-novel styled dialogue flow
- Also handled implementing the UI across the game, such as in the main menu or the seamless wipe transition that doubles as a loading screen.
- To help iterate the game's mechanics faster I developed a game framework with features such as a global event system, subsystem injection, data bindings, conditional interface and an audio manager. These base systems allowed us to make the game within a week.

Project Goldfish | Wave-based Survival FPS prototype

Unreal Engine 5.3 | Solo dev | April 2024 – May 2024

- Developed in-game HUD & frontend UI with an event-driven approach using Blueprint visual scripting & C++.
- Implemented simple shooter mechanics & scoring system.
- Implemented Wave-system with increasing difficulty.

A Long Commute | Arcade hopper game - GDG Jam 1.0

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.*