

# Cassandra Lugo

*game designer and programmer*

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## Education

### Naugatuck Valley Community College

*Sept 2018 - Dec 2020*

Associate's Degree in English. 3.3 GPA.

## Skills

- C#
- C/C++
- HTML/CSS/JavaScript
- Python
- Rust
- Adobe Premiere
- Adobe Photoshop
- DaVinci Resolve
- Ableton Live
- Reaper
- Blender
- Autodesk Maya
- Git
- Apache Subversion

## Work Experience

### London Jerry: Freelance Mailman

*Oct 2023 - Dec 2023*

- Narrative driven mail delivery sim/comedy game
- Implemented grid-based inventory system
- Worked with narrative designer to implement storylet-driven narrative content
- Responsible for all music and sound effects
- Tech: C#, FNA, Ableton Live, Git

### Dream Slayer

*Feb 2023 - Present*

- Arcade first-person shooter
- Responsible for all programming, art, and music
- Implemented custom 3D renderer
- Custom procedural music system
- Tech: C#, Vulkan, Blender, Ableton Live, Git

### Evening Star

*Oct 2023 - Dec 2023*

- Gameplay Programmer on 3D platformer
- Implemented game objects based on design documents
- Performed technical art duties with Maya
- Tech: Beef, C#, Maya, Git, Subversion

### Dios

*Oct 2023 - Dec 2023*

- Open-source web application for live video streaming
- Implemented authentication and live chat
- Tech: Rust, HTML/CSS/JavaScript, Git