URIEL CRUZ

TECHNICAL GAME DESIGNER

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ABOUT

Passionate game designer focused on Unreal Engine development.

EXPERIENCE

DALOAR
Technical Designer | Dec 2023 - Jan 2025

- Movement System design and development
  - Motion Matching integration
  - Universal Environment Detection & Parkour System
  - Enhanced movement and special movement abilities
  - Implemented in GAS and merged with combat and quest systems

ORENGI GAMES
Technical Designer | Nov 2022 - Jun 2023

- BP Development of combat and RPG systems
- Level Design and in-editor creation
- Plugin integration and customization

HECHICERIA
Unreal Engine Developer | Jan 2022 - Mar 2023

- Unity to UE5 project migration
- Training and technical support for the team during the transition
- C++ and BP programming
  - Object spawning system and interactions
  - Characters interactions
- Plugin integration and customization

EDUCATION

Master in Video Game Programming with Unreal Engine
Tokio School | 2020-2022

Advanced Course in Video Game Design
Tokio School | 2020-2022

Senior Technician in Multiplatform Application Development
IES Poeta Paco Molla | 2017 - 2019

SKILLS

- UE4 - UE5 (BP & C++)
- Gameplay systems development
- Prototyping & Iteration
- Game Design
- Collaborative work
- Self-learning
- Agile Methodologies
- Version control systems

LANGUAGES

- Spanish (Native)
- English (C1)
- French (A2)
- Valencian/Catalan (B1)