Cassandra Lugo

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Experience

SCRAMBLER, Gameplay Programmer
Los Angeles, CA
July 2024 – Aug 2024

- Implemented gameplay for Among Us character in Samurai Gunn 2's new custom engine architecture.
- Responsible for porting the character to the new engine while retaining its feel and mechanics as closely as possible.
- Tools Used: C#, .NET

Electric Airship, Marketing Assistant
Los Angeles, CA
Apr 2024 – July 2024

- Designed and implemented brand websites, including docker-compose system administration work to host them.
- Produced high quality short form video game-related content for brand Tik-Tok page.
- Tools Used: HTML, CSS, JavaScript, Docker, nginx

Evening Star, Gameplay Programmer
Los Angeles, CA
Feb 2022 – Aug 2022

- Worked closely with level designers to conceptualize and implement gameplay logic for level props.
- Worked closely with artists to perform technical art duties and get rigged final art assets into the game by developing a custom art pipeline.
- Tools Used: Maya, C#, C++

Projects

humans.supply
github ↗

- A browser-based incremental/clicker game about factory farming humans.
- Made in 72 hours for Ludum Dare 56.
- Tools Used: Svelte, HTML, CSS, TypeScript, nginx

Dios
gitlab ↗

- A self-hosted video live streaming service.
- Implemented authentication and live chat.
- Tools Used: Rust, PostgreSQL, Actix-web, HTML, CSS, JavaScript

London Jerry: Freelance Mailman
itch.io ↗

- A short narrative video game made between October and December 2023.
- Responsible for custom rendering, UI, and content toolchains, also responsible for gameplay implementation.
- Tools Used: C#, .NET

DREAM SLAYER
itch.io ↗

- A first-person shooter arcade roguelite made between March and September 2023.
- Responsible for all art, music, and programming.
- Implemented custom game engine in C#, including rendering and content pipelines.
- Tools Used: C#, .NET