Cassandra Lugo

Game Designer and Programmer

blood.church
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Experience

Evening Star (Gameplay Programmer)
February 2022 - August 2022, Los Angeles, CA

Worked closely with designers and artists to implement game object prototypes, refine their mechanics, and perform technical art duties to put polished assets into the game.

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Education

Naugatuck Valley Community College /
English
September 2018 - December 2020, Waterbury, CT

Associate's Degree in English. 3.3 GPA.

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Skills

Gameplay Programming
Over 8 years of programming video games with C#, C++, Rust, and Lua. Projects include first-person shooters (DREAM SLAYER, nullpointer, ANATHEMA), shoot-em-ups (CORPSE REVIVER), abstract exploration games (Astaeria) and more.

Web Programming
Maintainer on Dios, a video streaming platform built with Rust. Wrote a substantial portion of both the back end Rust and front end HTML/CSS/JS code for the project.

Graphics Programming
Wrote custom Unity shaders for *world ocean*, *NEON BLOOD QUEST IV*, *in a network of waves that enlace*, and *Nullpointer*. Wrote a complete custom 3D rendering engine in C# for DREAM SLAYER.

Audio Programming
Designed and implemented a custom procedural music system for DREAM SLAYER. Implemented audio-reactive visualizations for AUDIOCHROMA.

Procedural Generation
Designed procedural generation systems for first-person shooters *Nullpointer* Anathema, and DREAM SLAYER, abstract poetry visualizer *Astaeria*, and first-person exploration games *world ocean*, *this must be the place*, and Silent Crossing.

Technical Writing
In-depth, technical tutorials about video game development for my blog.

Audio Production
Music production in a variety of styles. audio editing and engineering for podcasts and YouTube videos.

3D & 2D Art
Created 3D weapon and environment art using Blender for DREAM SLAYER, *Nullpointer*, *world ocean*, *Hollow Park*, and *this must be the place.* Created 2D character and UI art for *CORPSE REVIVER.*