

# Esteban De La Cruz

## *Game Designer & Developer*

Dallas, TX

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[www.estebandelacruz.com](http://www.estebandelacruz.com)

## SKILLS

### Programming Languages:

- C#, Java, JavaScript, TypeScript, HTML5, CSS, Swift, PHP, Python, Lua

### Software/Tools:

- Game Development (Unity, Unreal, GameMaker Studio)
- Digital design using the Adobe Creative Suite (Photoshop, Illustrator, Animate)
- UX/UI prototyping and dev hand-off using Adobe XD, Sketch, Figma, Invision, Zeplin
- Android Development with Android Studio
- iOS Development with Xcode
- Web Frameworks (React, Angular, React Native, Ionic)
- Version Control Tools (Git, Gitlab, Perforce, Bitbucket)
- Sound/Music editing using Audacity, Garageband, FL Studio
- 3D modeling/texturing using Blender and Substance Painter/Designer

### Languages

- English
- Spanish

## EXPERIENCE

### Senior Software Engineer - *Gearbox*

AUGUST 2021 - PRESENT

- I work at Gearbox as a Senior Software Engineer.
- I help develop and maintain game services with a team called Spark.
- I'm responsible for developing and designing internal tools to allow our games and cloud services to connect and work together seamlessly.

### Senior Software Engineer - *Dialexa*

FEBRUARY 2021 - AUGUST 2021

- I worked at Dialexa as a Senior Software Engineer.
- I help develop technology products in the web, app, game, VR/AR spaces using a plethora of different tools including swift, react, android, unity, etc.

## **Unity Game Engineer - Blok Party**

OCTOBER 2020 - FEBRUARY 2021

- I worked as a contractor on Blok Party's proprietary device, the TapTop.
- Responsible for creating and maintaining board games on the TapTop.
- Developed custom and responsive UI components with C# + Unity.
- Worked with Android technology and ensured the games ran smoothly on the hardware.
- Worked with in-house framework and implemented across different titles.

## **Unity Game Engineer - Candywriter**

JULY 2020 - SEPTEMBER 2020

- I worked as a contractor on Candywriter's biggest mobile game, Bitlife.
- Responsible for architecting version 2.0 of the UI framework.
- Developed custom and responsive UI components with C# + Unity.
- Ensured the game ran smoothly on a plethora of devices.

## **Front-End Software Engineer - Convergence of 4 Dimensions LLC**

APRIL 2020 - JUNE 2020

- I worked with Convergence to create marketing websites for their brand.
- Developed front-end code using Svelte and JS.
- Worked with REST API backend systems.

## **UX/UI Designer - ENO8**

MARCH 2019 - MARCH 2020

- I worked as a UX/UI Designer at ENO8, a small Dallas startup, where I specialized in user experience, interaction design, information architecture, and user research.
- I was responsible for delivering wireframes, hi-fidelity mockups, clickable prototypes, design reviews, and asset hand-offs to clients/developers.
- I also participated in pre-sales, marketing/branding, and leadership meetings to help further grow the company.

## **Front-End Software Engineer - Bottle Rocket Studios**

DECEMBER 2016 - FEBRUARY 2019

- Developed and maintained websites and PWAs using Javascript, Typescript, HTML5, CSS3.
- Designed, built, and maintained high performing, reusable, and reliable code with tools including React, Angular, Redux, Yarn, NodeJS, Jenkins, REST API integration, etc.
- Ensured the best possible performance, quality, and responsiveness of the application.
- Identified and eliminated software bugs and errors.

## **Android Software Developer - Bottle Rocket Studios**

NOVEMBER 2015 - NOVEMBER 2016

- Developed and maintained Android apps using Android Studio.
- Developed code using Java, ADB tools, XML, gradle, etc.

- Ensured the best possible performance, quality, and responsiveness of the application.
- Identified and eliminated software bugs and errors.
- Proficient understanding of code versioning tools, such as Git.

### **Software Quality Assurance Analyst - *Bottle Rocket Studios***

OCTOBER 2014 - OCTOBER 2015

- Perform ad-hoc manual testing on iOS, Android, and Web software & games using a wide range of devices and simulators.
- Developed and executed customized and extensive test plan documents.
- Used developer tools to debug and analyze logs using Xcode, Eclipse/Android Studio, Charles Proxy, and Browser Debug Tools.
- Documented software defects and verified bug fixes through regression testing.
- Communicated with discipline leads, clients, and team members about project status and generated progress reports.

## **REFERENCES**

Stephen Fornal, *Web Development Manager*

Tarrant County College, Trinity River Campus  
817-706-8816

William J Francis, *Engineering Architect*

ENO8  
214-505-5009

Michael Hubbard, *Co-Founder & CTO*

CRE8  
651-233-4471