

Carl Cortez

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EDUCATION

University of Advancing Technology, Tempe, AZ— *Game Programming*

September 2024 - Current

I worked on projects by myself or with other people to create games.

PROJECTS

Knossium — *2D Strategy Roguelite*

An individual project that is being currently worked on in the Godot Engine for a couple years now. An interesting strategy that combines aspects from Disgaea and Slay the Spire. Dragging AOE in different shapes to destroy enemies. Regularly did playtests with players, to iterate over quickly.

Witches' Hand— *Casual Card Game*

An individual project is a current project in the Godot Engine. It's inspired by Old Maid. It uses SteamP2P to allow multiplayer between multiple computers around the world to play with each other. It's now available on Steam.

Katalyst— *Couch Co-op game*

A 3 player local co-op developed in Unity. It is a school project with many other people working on it. I was a game programmer doing health and implementation of other systems. Communicating with my peers to get it working.

Moth Hunt — *Stealth 2D Platformer*

It's another school project. The goal of it is to create a stealth 2D platformer. I also worked on the health and checkpoints of the game.

Source Maps — *Maps for specific gamemode*

Created maps for a gamemode called "Zombie Survival" hosted by a server in the game Garry's Mod. Engaged with player feedback and improving the map to be a greater experience. Also did all of the 3D modelling and textures for those maps.

SKILLS

Programming
GDScript, C#, C++, Java

3D Modelling

Developing in Godot

Developing in Unity

Developing in Unreal Engine

Music Production