Diego Henriquez

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Education

Algonquin College   2012-2015

Game Development- Prepares students for careers as game developers. Hands-on program that teaches game design and development, traditional and digital imaging, authoring, animation, and programming.

Brampton Centennial   2004-2009
Obtained my High School Diploma

Technical Expertise

Programming Languages

Proficient in C# (2 years) and C++ (2.5 Years).   Basic understanding in Objective - C (8 months).

Familiar with: ActionScript 3.0 (2 months).

Software

Windows: XP, Vista, 7, 8   Mac OS 10.0 and higher

Unity 4.0 and higher   Unreal Engine 4.4 and higher

Office suite: Microsoft Office 2007 and higher

3ds Max   Mudbox

Adobe Photoshop CS4 and higher

ZBrush   Adobe Illustrator CC

Adobe Flash Professional

Frameworks

XNA 4.0   OpenGL ES 2.0

Box2D C++   .Net 3.5 and higher

Unity 3D   Unreal Engine

Source Control
Proficient with Git and SVN.

IDE

Visual Studio 2010 and higher (3 years)

Xcode 5.0.2 and higher (2 years)

Projects

Kotame   Current

Kotame is being developed using Unity 4.6.1 in collaboration with eight people. Created and programmed the main menu and its transitions, and produced all of the character and enemy models. Moreover, produced a lot of the game art and programmed everything up until v.0.8.7.4.

Madcap Matey   Current

Madcap Matey is being developed using Unreal 4.6.1 alongside four people. Programming the game through Visual Studio in C++, and creating some of the art assets like the main character and his blunderbuss.

The Beta Bank   December 2014

The Beta Bank was developed using Unity 4.5 for Ludum Dare #31 alongside four people. Sole programmer, coded the gameplay mechanics and menu manager.

Box Boy   Summer 2014

Box Boy was developed using Box2D, OpenGL and Objective-C for the menus. Produced the foreground, and programmed its procedural generation and panning movement. Additionally, created blood explosion effects when the player loses, handled the collision filters with Box2D, and implemented the menus, customization screen, and player outfits.

Provectus (Prototype)   Winter 2014

Provectus was a project developed in collaboration with nine people. Produced the player ship, boss, enemy turrets, menu buttons, and interior models, the exterior terrain, the HUD, and a few particle effects. Contributed to the menu implementation, helped debug the build, and resolved multiple run-time errors throughout development.

Cannon   Spring 2014

Cannon is a simple game developed with Box2D. Implemented the cannon, bullets, crates, bullet counter, and lose condition when the player reaches a temperature reading of100%.

Remedo Visto   Fall 2013

Remedo-Visto is a 2D side-scroller developed in XNA 4.0 alongside seven of my peers. Implemented the menu buttons, splash scene, main menu scene, and credits scene; coded the animation scripts, and

produced the animations, background and foreground art.

AC Hockey   Fall 2013

AC Hockey is a small title developed within a C++ OpenGL framework. I created art for the splash screen, menu screen, settings screen and programmed the entire project.

Work Experience

Merchandising   2008 - present

Costco Wholesale

- **Merchandise Department (Current)**
  Ensuring merchandise within the aisles are perfectly flush and lined up with the steel.   Effectively arranging the sales floor by ordering merchandise categorically.   Devising floor plans when managers are not present before a shift starts.
  Finalizing assigned sections early and precisely.
  Stocking a minimum of 20 pallets per shift.   Helping other employees with their tasks. Maintaining show-time readiness.

- **Produce Department**
  Produced comparison shopping data reports for the manager using Microsoft Excel.

- **Restaurant Department (2 Years)**
  Fulfilled all responsibilities to employer expectations in an efficient, timely manner.   Thoroughly cleaned cooking appliances and working area.

- **Meat Department (1 Year)**
  Fulfilled all responsibilities to employer expectations in an efficient, timely manner.   Thoroughly cleaned meat cutting machines and working area.   Ensured the sales floor was always fully