

Software Engineering Experience

Unity3D Programmer – Freelance / Self-Employed (2016 – present)

Ran a freelancing business, where I worked on several engineering contracts with indie game studios, virtual reality startups, and other small/mid-sized businesses. Worked with a total of 12 different client companies, specializing in Unity3D game engine with C#, and up to 9 other programming languages. www.livio.me

Instructor – Experience America (2017 – present)

Taught 4 different two-week-long workshops in Seattle and Los Angeles for high school students, teaching game programming using the C# programming language and Unity3D game engine.

Chair of the Student SIG – International Game Developers Association (2016 – 2018)

I ran the entire student program for the IGDA. I maintained their online community, launched a podcast, programmed a lot of tools to automate admin tasks, and published a new website: students.igda.org

Skype Classroom Guest Speaker – Hour of Code (2014 – 2017)

I gave dozens of talks to young kids all over the world, mostly in English, sometimes in Spanish, trying to get them interested in programming as a career option. Skype and Code.org created this guest speaker program.

Program Manager – Microsoft (2014 – 2016)

Gathered highly technical requirements from CTOs and IT pros of large companies. Designed new features related to enterprise apps: single sign-on, user provisioning, authentication. Coordinated with several other teams to raise the bar for UX quality across the product.

Teaching Assistant – Microsoft Boot Camp (2014)

Assisted with a week-long summer program in Redmon, WA teaching local kids how to code.

Section Leader (Teaching Assistant) – University of Arizona (2013 – 2014)

Helped teach 200-level and 300-level computer science classes. Taught weekly classes of 25 students each, held weekly office hours, graded homework, projects, and exams. Classes used Java programming language.

Webmaster/Secretary – UofA IEEE Chapter (2013 – 2014) uaieee.com

The IEEE chapter helped the Game Developers Club a lot, so I repaid them by helping them run their club.

President/Founder – UA Game Developers Club (2010 - 2014) uagamedev.blogspot.com

Gave dozens of talks, led workshops, hosted dozens of social events, and made a bunch of games.

Program Manager Intern – Microsoft (2013)

Developed specs and prototypes for a mobile app for enterprise customers.

Interguild.org – Founder, Web Developer (2006 – 2012)

Designed and developed a web forum for a gaming community. Still in use today.

Teaching Assistant – UofA School of Information Game Design Workshop (2012)

Helped plan and teach the department's first Game Design Workshop for middle school kids. We hosted 2 one-week workshops, teaching kids how to program games using the Stencyl game engine.

Game Design Intern – Riverman Media (2012)

Developed multiple prototypes for new game design ideas using Flash & ActionScript 3.0.

Activism & Advocacy

Treasurer – Black Lives Matter Seattle-King County (2018 – present)

Board member of Seattle's new Black Lives Matter chapter. Set up bank account, incorporating documents, tax filings, accounting processes, website, email, donation systems, and IT security. Worked directly with King County officials on issues: officer inquest reform, vacating marijuana convictions, ending cash bail, transit fare enforcement reform, and more.

Volunteer – Coalition on Homelessness (2018 – present)

Helped homeless people register to vote and turn in their ballots. Helped gather community statements that we presented to Seattle City Council. Helped run the Coalition's annual fundraiser.

Livio De La Cruz

livio@livio.me – (480) 721-2373

Activist – ACLU People Power (2016 – present)

Met monthly with other activists in my neighborhood to work on various issues: immigrant rights, sanctuary city policies, voting rights, police accountability, phone banking to get out the vote in key states, and more.

Volunteer – Initiative 940 with Deescalate Washington & Not This Time (2017 – 2018)

Gathered signatures for Initiative 940. Attended Not This Time's weekly meetings to plan the week's events and tactics. Helped lobby the legislature to pass it. Then helped get out the vote when it went to the ballot.

Volunteer – WA Coordinated Democratic Campaign (2016)

Phone-banked and canvassed door-to-door to help get out the vote for Democrats in the 2016 election.

Research

Honors Thesis: End-to-End Rapid Prototyping (2012 – 2013)

This project asked: what would happen to a game development project if the entire production phase was run as though it were pre-production? The game I made was called *Magnet Ball*. <http://bit.ly/livio-honors-thesis>

Angry Ants: Citizen Scientists for Trajectory Analysis (2012 – 2013)

Made a "citizen science game:" a genre that solves difficult research problems by using game design to crowd-source manual work. Our game studied the movements of individual ants in colonies. <http://bit.ly/angry-ants>

LoCuS: Laboratory for Computer Science (2011)

Designed and implemented changes to an educational software that taught middle school and high school students about computer science concepts through the use of lab experiments. <http://bit.ly/LoCuS-project>

Presentations

Game Developers Conference 2018: "Better Game Developer Clubs: Improving Student Orgs" (Moderator)

Gamesforum Seattle 2018: "Cross-Platform VR Game Development" (Moderator)

Seattle Startup Week 2017: "Gaming in VR/AR" (Panelist)

Game Developers Conference 2017: "IGDA Student SIG Roundtable" (Moderator)

GE2 Seattle 2017: "Stitching Together Realities: Virtual Reality and Gaming" (Panelist)

Awards

2017 MVP Award – International Game Developers Association

Nominated for Honors Outstanding Junior Award (2013) – University of Arizona: Honors College

Dean's List (Fall 2011) – University of Arizona: College of Science

Academic Year Distinction Award (2010 – 2011) – University of Arizona: College of Science

First Level Honors Award (2010 – 2011) – University of Arizona: Honors College.

Dean's List (Spring 2011) – University of Arizona: College of Science

Dean's List (Fall 2010) – University of Arizona: College of Science

WildCat Excellence Award (2010) – University of Arizona

AP Scholar with Distinction Award (2010) – College Board

Education

Bachelors of Science in Computer Science at the University of Arizona (2010 - 2014)

GPA: 3.645. With Honors.