CROMWELL DE GUZMAN

Merced, CA | (209) 489-5767 | cdeguzman1208@gmail.com
Portfolio: https://cdeguzman1208.github.io/Cromwell-De-Guzman-Portfolio/

Summary

Recent graduate in Game Design with experience in front-end development and object-oriented programming. Proven leadership in collaborative projects and a passion for accessible digital experiences.

Skills

Front-End Development (HTML, CSS, JavaScript)
UI/UX Design (Figma, Accessibility)
Game Development (Unity, Prototyping)
Team Leadership & Project Management
Media & Choreography Direction

Experience

Front End & Media Designer – Misfit Lab, Archive by ARMY   2024–2025
Improved digital accessibility in fandom spaces through UI design and educational resources. Prototyped interfaces using Figma with a focus on usability and alt text best practices.

Game Creator – Playgo AI   2024
Designed, tested, and published interactive games, iterating from user feedback. Documented features and provided constructive reviews to support platform growth.

Treasurer & Main Dancer – POPreKa   2023–2024
Managed $375 budget and raised $2,000+ through grants and fundraisers.

Co-Head & Lead Dancer – JK Family Kazoku Kajok   2023–2024
Directed 10+ dancers, choreographed performances, and edited videos.

Education

University of California, Santa Cruz B.S.   **Computer Science: Game Design**   2022–2024
Led game development projects focused on interactive storytelling and accessible design.

Merced College   A.S.   **Mathematics & Science**   2018–2021
Tutored math and physics; founded and led an international dance club.

Languages

English (Fluent), Filipino (Fluent), Spanish (Conversational), Korean (Beginner)