Marco Diaz Garcia

GAME DESIGNER | GAME PROGRAMMER

I'm a 3rd year Game Design student with a passion for creating and playing video games. I thrive on learning new things and tackling challenges, constantly pushing the limits of my skills and tools. On a personal note, I'm a huge fan of hard sci-fi (Interstellar is my favorite movie) and I can never get enough of building with Lego.

WORK EXPERIENCE

PROGRAM TUTOR – PROGRAMMING 3 & 4
SHERIDAN COLLEGE, Sept 2024 – Present

As a tutor for "Programming 3: Motion", "Programming 4: Artificial Intelligence" and in the Bachelor of Game Design program, I attend class sessions and provide hands-on assistance to students with course-related questions. I focus on equipping students with the skills to become independent learners by creating tutorials that guide them in problem-solving.

SUPERVISOR/ BOOKKEEPER
FOOD BASICS, Metro Inc., Sept 2021 – Sept 2024

As a supervisor, I collaborated with crew members to close shifts and managed front-end staff and customer service operations. Additionally, as a bookkeeper, I opened the store, maintained general ledgers and financial statements, processed vendor invoices, and reconciled and balanced various accounts using both manual and computerized systems.

ACADEMIC AND PERSONAL PROJECTS

PROCEDURAL PLANET GENERATOR | Unity, C#, HLSL

Self-lead programming project to create a procedurally generated planet with customizable 3D and 2D fractal noise. Implemented the marching cubes algorithm for mesh generation and significantly enhanced performance using compute shaders. Utilized shaders to render realistic atmospheres and oceans.

MICROMIX DESIGN WEEK GAME JAM | Unity, C#, GitHub

As the lead programmer in a team of five, I coordinated and developed game mechanics and design features. I also set up and managed the project's GitHub repository for version control, enhancing collaboration and efficiency. This allowed us to meet a 4-day deadline to produce a fully functional game for an arcade cabinet.

CONTACT

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EDUCATION

SHERIDAN COLLEGE
Honours Bachelor of Game Design
2022-2026

PROGRAMING LANGUAGES

Python, Java, C#, Lua,
Shaders (GLSL, HLSL)

TOOLS AND TECHNICAL SKILLS

Game Engines: Unity, Unreal, Godot
Graphics Software: Maya, Blender, Photoshop, Aseprite.
Version Control: GitHub, GitHub Desktop
Development Environments: Visual Studio, Visual Studio Code, Eclipse, Processing
Project Management Tools: Microsoft Suite, Google Suite, Miro, Jira, Trello.

SOFT SKILLS

Creative. Strong abstract thinking, problem solving skills, leadership and project management skills. Strong communication skills. Able to articulate technical concepts effectively in a team, and actively listen to others. Self-motivated and self-learner.