Marco Diaz Garcia

GAME DESIGNER | GAME PROGRAMMER

I'm a 4th 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

UNITY GAME DEVELOPER INTERN
SAGO MINI, May 2025 | August 2025

Worked at Sago Mini as a Unity Game Developer through the Spin Master Internship Program. During this time, I contributed to ongoing and new projects alongside the Sago World Team, learning and collaborating with a cross-functional group of developers, game designers and artists to create high quality play and learning experiences using Unity, C#, and HLSL.

PROGRAM TUTOR – PROGRAMMING 3 & 4
SHERIDAN COLLEGE, Sept 2024 | April 2025

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

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

marco260404@gmail.com
attocorrect.github.io
linkedin.com/in/marco-diaz-garcia
(416) 832-5746

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. Self-motivated and self-learner. Strong communication skills. Able to articulate technical concepts effectively in a team and actively listen to others.