Kirk Daniel G. Caponpon

As a game developer and community manager, I aim to create strong-willed communities by uniting diverse talents for collaborative development. Given the intricate collaboration across multiple departments, I aim to lead teams in crafting enduring and impactful experiences, recognizing the unifying power of games.

✉ kcaponpo@umich.edu   Portfolio   in linkedin.com/in/kirk-daniel-caponpon/   ⌗ github.com/CaptainMemeMan

Education

University of Michigan-Dearborn   **Dearborn, Michigan**
*Bachelor of Science in **Computer Informational Science***   *Concentration:* **Game Design**
GPA: **3.80**   **Sept. 2016 – Dec. 2024**

Relevant Coursework

- Unity 2D & 3D Game Development
- Unreal Engine 3D Game Development
- Intro to C# & Xbox Game Development
- Experiential Honors Directed Design
- Software Engineering I & II
- Artificial Intelligence
- Information Visualization and Virtualization
- Computer Graphics

Projects

EndureVR |Virtual Reality Simulation Therapy | *Unity, Virtual Reality, 3D, Simulation, Solo Project*   **Sept. 2023**
- Utilizes virtual reality to simulate environments that trigger specific phobias, fostering a platform for users to confront and overcome their deepest fears, this led to researching the psychological effects of phobias on people
- Dedicated time to acquiring proficiency in 3D map Unity design and orchestrating virtual reality events, using Unity's XR Interaction Toolkit
- Collaborated up with a game design professor and psychology peers to brainstorm and enhance immersive experiences

Whisker Hop |2D Platformer Game | *Unity, 2D Game, Academic Project*   **Sept. 2023**
- Led a 4-member team in a project as the Lead Game Designer and Lead Programmer, employing Agile Software Development
- Dedicated time to acquiring proficiency in 2D Unity Pixel map design and scripted proper movement scripts for player and enemy
- Implemented player controls, character animations, and responsive user interfaces for optimal user experience

Brood Mother |Bullethell Tower Defense Game | *Unity, 2D, Developers of Dearborn Game*   **Jan. 2021**
- Led a 15-member team as the Principal Game Designer, employing Agile Software Development
- Structured and guided a 15-member team into specialized sub-teams aligned with strengths, learning effective leadership
- Conducted weekly sessions to establish objectives, overseeing each sub-team to ensure effective communication and coordination

Experience

University of Michigan-Dearborn   **Sept. 2023 – Dec. 2023**
Undergraduate Teaching Assistant & Grader for Software Engineering I   *Dearborn, Michigan*
- Served as a Teacher Assistant & Grader for the University of Michigan-Dearborn's CIS 375- Software Engineering I, taught some of my students learned how to think from different points of view as a software engineer
- Assisted in lectures by providing more complex topics and provide crucial feedback to their code

Technical Skills

Languages: Python, Java, C++, C# HTML/CSS, Rust, JavaScript, SQL
Technologies/Frameworks: Unity, Unreal Engine 5, VS Code 2022, SteamVR, Blender, React, PyGames, Android Studio
Highlighted Skills: Project and Task Management, Strong Documentation, Technical Game Design, Virtual Reality Development, Game and Scripts Debugging, Collaboration

Leadership / Extracurricular

Developer of Dearborn   **Winter 2020 – Present**
Founder & Community Manager & Member   *University of Michigan-Dearborn*
- Co-founded the Video Game Development Club at the University of Michigan-Dearborn, assuming the role of Community Manager. Orchestrated and executed six events throughout the semester to foster community engagement and promote the club's objectives

Students Association of Filipino Americans   **Fall 2021 – Present**
Vice President & Member   *University Michigan-Dearborn*
- ∗ Successful collaboration between our organization and Oakland University's Filipino-American organization to orchestrate a Charity Gala. This event garnered a noteworthy sum of $1,200, dedicated to supporting the P.U.S.O. organization—an impactful charity based in the Philippines.