**Kirk Daniel G. Caponpon**

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An aspiring game designer that values the importance of creating a community. A supporting community is always key to success for any product produced by any individual. Every product, I will create or be a part of will always be centralized around a welcoming and bright community that strives to better itself and the people around them.

**EDUCATION**

**University of Michigan – Dearborn** Dearborn, MI

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| --- | --- |
| Bachelor of Science – **Computer Information Science** | Concentration: **Game Design** |
| Expected Graduation: **May 2024** | G.P.A.: **3.89** |

**Relevant Coursework/Experiences**:

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| --- | --- |
| Computer Game Design & Implementation I & II | Computer Science I & II |
| Software Engineering I | Intro to C# |
| Discrete Structure I & II | Technical Writing for Engineers |

**Personal/Academic Projects**

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| **Bubbly Robot Bois** **(Bullethell Tower Defense Video Game)**   * Director and Lead Game Designer of 15 students working on the project * Organized and directed these 15 students into sub teams that best fits their strengths * Held weekly meetings in order to set weekly goals and managed each sub team for proper communications * Programmed and Implemented Top-Down movement system for main player |
| **KnockOut City (2D Platformer Video Game / Game Jam)**   * Led a group of 3 individuals during the Game Jam * Created a Game Design documentation and Main Level Designer * Lead Game Designer and Programmer using C# in the Unity game engine |
| **Mariana’s Valley (Isometric Boss Rush Video Game / Game Jam)**   * Worked with a group of 4 students and was the Lead programmer using C# * Using the Unity game engine, Designed the main mechanics of the game |
| **Repressed Gamers (2D Platformer Video Game)**   * In a team of 10 students, I was the Lead Enemy Designer and Programmer using C# in the Unity game engine * Added animations for certain characters using Unity’s animation state machines |

**RELATED SKILLS**

* **Highlighted Skills**: Technical Game Design, Game and Scripts Debugging, Communications
* **Programming Languages**: C++, HTML, C#, Java, and Python
* **Applications**: Unity, UE5, Visual Studio 2019, Blender, Microsoft Word, Excel, and PowerPoint (Google Equivalent)
* **Language:** English & Tagalog

**PROFESSIONAL AFFILIATIONS**

* **Developers of Dearborn**, UM – Dearborn, 12/2020 –Present
  + Co-Founded University of Michigan-Dearborn’s Video Game Development Club
  + Became Community Manger, where I hosted 4 events throughout the semester
* **SAFA (Students Association of Filipinx Americans**), UM – Dearborn, 09/2021 – Present
  + Currently serving as the Vice President-External and FAM Head
  + Able to network with other Filipinx communities around the Midwest Area and plan social events

**Volunteer and Work Experience**

* **Meijer Central Fill 2**, Belleville, MI, 7/2022- Present
  + Pharmacy Tech that works at the warehouse area in order to package drugs and distribute them properly.