

Marco Ogaz-Vega

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🐙 github.com/Mako1688

🔗 mako1688.github.io/Portfolio/

I am a highly motivated and results oriented graduate from UC Santa Cruz College of Engineering with a Bachelors in Computer Science and specialty in Game Design. I have progressive experience in coding and game development. Seeking to leverage a strong foundation in C++, C#, Python, Java, HTML, TypeScript, and JavaScript, along with a proven ability to rapidly learn new languages and technologies.

Education

University of California, Santa Cruz

Santa Cruz, CA

Bachelors , Computer Science: Game Design | GPA: 3.88

Jun 2025

- Developed an endless runner game under a 2-week deadline, achieving 5th place among 120 peers and demonstrating rapid prototyping and game design skills.
- Led Galactic Coffee Shop game development, securing 7th place out of 60 for design quality and effective team collaboration, enhancing playtesting efficiency.

Saddleback Community College

Mission Viejo, CA

Associates Degree , General Education | GPA: 3.45

Jun 2023

Work Experience

Lytegen

Santa Cruz, CA

Energy Savings Specialist

Oct 2025 - Present

- Evaluated energy consumption patterns and clearly communicated savings plans, enabling 50% of approached homeowners to adopt energy-efficient programs.

The Coder School

South Bay, California

Code Coach

Aug 2025 - Present

- Mentored and Coached students aged 6 and up in coding exercises, game development practice, and logistical problems.

Projects

Million Card Game

Dec 2025

A completely self-made card game releasing on steam before the end of 2025.

Galactic Coffee Shop

Sep 2025

Developed a clicker game made during academic studies at the University of Santa Cruz that will be released on steam within the coming months!

Cabin Crafter

Mar 2025

Designed a program that uses Google Gemini API and a small genetic algorithm to generate a Minecraft build design of the user's choosing. The build is downloadable in a schema format to use within the schematics mod for Minecraft.

Skills

Personal Skills:

Artificial intelligence, Communication, Game Design, Machine learning, Problem-solving, Project management, Quality assurance, Sound Design, Systems Design, Teamwork, Time management, User experience (UX) design, Web development, Consistency, Customer service, Teaching, Problem Solving

Programming Languages:

C, C#, C++, CSS, HTML, JavaScript, Python, TypeScript

Engines:

Godot, Phaser, Unity, Unreal Engine

Languages:

English, Spanish