

# Marco Ogaz-Vega

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🌐 linkedin.com/in/marco-ogaz-vega-987b7b300

🔗 x.com/https://x.com/MakoSharkIsBad

🐙 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

## 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

## Projects

### 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.

### Fight Fighters

Mar 2024

Spearheaded the end-to-end development of a fan-made game, leveraging existing assets from the show Gravity Falls to transform a fictional in-show concept into a playable experience.

## Work Experience

### 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.

### Starbucks

Capitola, CA

Barista

Jun 2025 - Present

- Resolved customer order discrepancies swiftly, improving satisfaction scores and ensuring accuracy for 95% of transactions weekly.