Marco Ogaz-Vega

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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

Bachelors, Computer Science: Game Design | GPA: 3.88

Santa Cruz, CA Jun 2025

Saddleback Community College

Associates Degree, General Education | GPA: 3.45

Mission Viejo, CA 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

Programming Languages:

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

Godot, Phaser, Unity, Unreal Engine

Languages:

English, Spanish

Proiects

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.

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!

Work Experience

Whole Foods

Santa Cruz, CA

Sep 2024 - Dec 2024

Grocery Stocker

· Organized storage layouts to maximize space utilization, improving accessibility and reducing retrieval time by upwards of 20%.

Starbucks

Capitola, CA

Barista

Jun 2025 - Present

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