Marcos Quiroz Moreno

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OBJECTIVE:

Motivated and adaptable Game Developer with a strong technical foundation and a passion for creating engaging gameplay experiences. Eager to contribute problem-solving skills, programming expertise, and collaborative spirit to a dynamic development team.

SKILLS:

- C++	- Unreal Engine 5 (UE5)	- P4V Perforce
- C#	- GitHub/GitHub Desktop	- Kanban Board
- Unity	- Yarn Spinner	- SDL2

EDUCATION:

Game Programmer, Diploma   **December 2013 – Present**

George Brown College, Toronto, Ontario,

– Applied genre-specific knowledge acquired during the program to tailor game development projects for specific market needs.

– Designed and developed game engines for RPG and Sokoban type games, focusing on scalability and practical application within the program.

– Utilized typical game design methodologies, including the use of Kanban boards and Trello, to effectively manage and contribute to collaborative projects.

– Applied hands-on experience gained at college to actively contribute to individual and team-oriented game development tasks.

PROJECT HIGHLIGHTS:

Lead Programmer - Dino Dating Project   **December 2023 - Intended to finish August 2024**

– Actively engaged in a dynamic, collaborative environment with postgraduate students from diverse Game Industry areas.

– Currently serving as the Lead Programmer for the development of a story-driven game project using C#, Unity, and Yarn Spinner. Enhancing problem-solving and teamwork skills in a real-world game development scenario.

Ongoing Game Development Projects   **January 2024 - Expected to finish in April 2024**

George Brown College, Toronto, Ontario

3D Puzzle Game Project (C++ / UE5)

– Actively contributing to the development of a 3D puzzle game, drawing inspiration from titles like Portal.

– Collaborating with a diverse team to implement innovative gameplay mechanics and enhance the overall player experience.

Mobile Runner Game Project (C# / Unity)

– Engaged in the development of a mobile runner game, taking cues from popular titles like Subway Surfer.

– Collaborating with the team to design and implement engaging levels, ensuring smooth and enjoyable gameplay on mobile platforms.

PROFESSIONAL EXPERIENCE:

Line Cook   **July 2023 – Present**

Gus Tacos, Toronto, Canada

- Mastered multitasking in a fast-paced kitchen, showcasing adaptability and efficient time management.
- Prioritized meticulous attention to detail in maintaining high hygiene standards.

VOLUNTEER EXPERIENCE:

Social Events Helper

Latino Group Hola, Summers 2018, 2019, and 2022 (Toronto Pride)

- Assisted in coordinating logistics for the group's parade.
- Contributed to creating artistic decorations for the event.

Languages:

English (Fluent), Spanish (Native)