

Marcos Fabian Quiroz Moreno

Toronto

(437) 216-4132

m.fabianquiroz@gmail.com

www.linkedin.com/in/marcos-quiroz-moreno

Game Programmer

Versatile Game Programmer with experience in Unity and Unreal Engine 5, specializing in gameplay programming, UI systems, and game mechanics. Adept at collaborating in team meetings to refine game design, optimize systems, and ensure smooth development workflows. Strong problem-solving skills with a passion for interactive experiences and player-driven mechanics. Basic knowledge of graphics programming concepts and Unity Shader Graphs.

Experience

DECEMBER 2023 - PRESENT

Black Squirrels Studio, Toronto, Canada

Generalist Programmer (Self-Employed)

- Developing and refining gameplay mechanics, UI interactions, and system architecture for in-development titles.
- Actively contributing in team meetings to discuss design decisions, technical challenges, and development timelines.
- Implemented a late-stage water pond system using UE5's Water System and Buoyancy, adding environmental realism to a 3D action RPG.
- Spearheaded a level builder system for a 2D mobile puzzle game, allowing players to drag and drop elements to create custom levels.

Relevant Projects at Black Squirrels Studio

Carpe Dino (Unity - In Development)

- Contributing to a narrative-driven experience with branching dialogue using Yarn Spinner.
- Assisting with gameplay mechanics and UI integration for seamless player interactions.

Untitled 3D Action RPG (PC - Unreal Engine 5)

- Implemented core gameplay mechanics and collaborated on player movement and combat systems.
- Integrated a water pond system using UE5's Water System and Buoyancy, enhancing environmental interaction.

2D Mobile Puzzle Game (iOS & Android - Unity, Solo Project Turned Studio Release)

- Sole developer of core mechanics, including a drag-and-drop level builder allowing players to construct custom challenges.
- Designed a scripting system to introduce new objects dynamically into the game.
- Next planned implementation: Unity Addressables for efficient level saving and asset management.

Academic Projects (George Brown College, Unreal Engine 5)

3D Puzzle Game (Portal-Inspired)

- Partially developed the two distinct effects triggered by the gun.
- Designed one of the game's puzzle levels, ensuring engaging mechanics and spatial reasoning.

3D Endless Runner (Subway Surfers-Inspired)

- Programmed core runner mechanics but ultimately not implemented due to project scope changes.
- Procedural level generation was also removed due to project constraints.

Skills

- **Game programming & development** | Gameplay mechanics | UI implementation
- ✎ **Game engine expertise** (Unity, Unreal Engine 5)
- ✎ **Programming languages** (C++, C#)
- ✎ **Shader programming** (Basic Unity Shader Graphs, and DirectX)
- ✎ **Level design & game mechanics** | System architecture
- ✎ **Cross-platform development** (PC, Mobile)
- ✎ **Build pipeline & automation tools** | Version control (Git, Github, Perforce)
- ✎ **Networking & multiplayer basics** | Input systems & controller support
- ✎ **Project management & team collaboration** | Agile & team meetings

Education

JANUARY 2022 - APRIL 2024

George Brown College, Toronto, Canada
Advance Diploma, Game Programming