Marc Matthew H. Hagoriles

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OBJECTIVE

A passionate, goal-oriented programmer seeking to utilize my extensive knowledge in software, customer service, and game development to be part of a company that creates meaningful, high quality software applications and experiences.

EDUCATION

B.S. in *Computer Game Science*   **September 2020 - June 2023**
University of California, Irvine
Cumulative Final GPA - **3.7**

PROJECTS

Personal Website
- Created a website that serves as a portfolio displaying all my projects using **HTML**, **CSS** and **JavaScript**.

Fading Lights: Narcissus Lux - Game Developer & UI/UX Designer   **September 2022 - March 2023**
- 3D Narrative Adventure Game created using the Unity Game Engine.
- Took on the role of UI/UX Designer; using **C#** and **Unity's UI Toolkit**, implemented systems such as Dialogue UI, Menu UI, and Player HUDs, as well as particle effects and UI animation. These systems helped bridge the connection between player and gameplay experience.

OpenIDEOs Design Challenge - UX Designer   **January 2023 - March 2023**
- UX Case Study; a Design Challenge sponsored by companies such as **Riot Games**, **Fair Play Alliance**, **Sesame Workshop** and **IDEO**.
- Identified and reached out to stakeholders, researched and gathered data and designed a prototype through **Figma** in order to answer OpenIdeo's Design Challenge on digital thriving.

MAGIC! - Game Developer   **January 2022 - June 2022**
- 3D Wave-based Survival Game created using the Unity Game Engine
- Worked on various in-game systems using **C#** and **Unity's UI Toolkit**, particularly the Minimap and the Camera Systems in order to immerse the players in our intended gameplay experience of surviving endless hordes of enemies.

College Students - Game Developer   **April 2022 - June 2022**
- Vignette-style, personal narrative game created using the Unity Game Engine
- Worked on various in-game systems using **C#** and **Unity's UI Toolkit**, notably a Timer system and its UI. This is a design choice that highlights the intended experience for our game's audience.

TECHNICAL SKILLS

C++, C#, Python, Java, Unity Game Engine, HTML, CSS, JavaScript, TypeScript, Angular, Beginner SQL, UI/UX Design, Microsoft Office Suite programs.

WORK & SUPPLEMENTAL EXPERIENCE

Joshua's Pest Control - Office Care Expert / Termites Expert   **March 2024 - Present**
- Effectively becoming the bridge to information about pest control services and procedures to homeowners through inbound/outbound calls, email and/or text message queues, as well as providing support to Field Experts out on the field.

Champs Sports - Retail Sales Associate   **October 2018 - March 2024**
- Provided excellent retail service through the engagement of customers, effectively displaying merchandise and sharing product knowledge with a passion.