Marc Matthew H. Hagoriles

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OBJECTIVE

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

Programming Languages: C++, C# (using Unity Game Engine), Python, Java, HTML, CSS, JavaScript, TypeScript
Frameworks: Angular
Software: Unity Game Engine

LICENSES / CERTIFICATIONS

Branch 2 Field Representative License - awarded by the Structural Pest Control Board; to be able to practice the control of household pests using poisonous or lethal gases. (Joshua's Pest Control)

WORK 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.