

Marc Matthew H. Hagoriles

Student at University of California, Irvine

markyboyph@gmail.com | Website: <https://markyboiii.github.io/markyboiii-website/> | 619-987-3714

Goal: I am looking for a position as a Software Engineer (preferably in the Game Industry) in an organization where I could use my experience with C++, Front-End Development and Unity (C#) garnered throughout my academic years to create meaningful software and/or games.

Education:

University of California, Irvine – September 2020 to Present

- Pursued Major: *B.S. in Computer Game Science*; **Current GPA - 3.7**

Grossmont College – August 2018 to June 2020

- Transferred to the University of California, Irvine after 2 years.
-

Work Experience:

Champs Sports, under Foot Locker Inc. – October 2018 to Present

- Provided excellent retail service through the engagement of customers, effectively displaying merchandise, and sharing product knowledge with a passion. *“Always exceed customer’s expectations.”*
-

Skills:

- 1+ years experience of OOP programming using **C++** (Visual Studio Community) and **Java** (Eclipse)
 - 1+ years experience programming in **Unity** using **C#**
 - **HTML/CSS/JavaScript** through UCI Courses (Check out my [website](#) made from scratch!)
-

Projects:

- **Fading Lights: Narcissus Lux**: 3D Narrative Adventure game (Unity)
 - **MAGIC!**: 3D wave-based survival game with Single Player and Couch Co-op modes (Unity)
 - **College Students**: Vignette-style, personal narrative game (Unity)
-

Supplementary Experience:

Mabuhay Club President – Sweetwater High School, 2017 to 2018

- The club aimed to represent the rich culture of Filipinos and spread its influence proudly to the communities of Southern San Diego.

Coding Club Guru – Sweetwater High School, 2017 to 2018

- Became a teacher-student to 4th-6th graders through Google's CS First program, introducing Computer Science to young aspirants.