Marc Matthew H. Hagoriles

Student at University of California, Irvine

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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 various languages such as C++ and C# (through the Unity Game Engine), as well as my front-end development skills with Javascript and Angular garnered throughout my academic years to create meaningful software and/or games.

Education:

<u>University of California, Irvine</u> – 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.

Projects:

- **Fading Lights: Narcissus Lux**: 3D Narrative Adventure game (Unity)
 - Mainly took on the role of UI Designer, some degree of Level Design work within some scenes (e.g., Main Menu Scene's setup, Cloud Models and Shaders, etc.)
 - Implemented the Dialogue Manager
- ➤ MAGIC!: 3D wave-based survival game with Single Player and Couch Co-op modes (Unity)
 - Implemented the Minimap System, as well as the Camera System, among various other aspects of the game.
- College Students: Vignette-style, personal narrative game (Unity)
 - Worked on Level Design (e.g., Implemented a Timer as a design choice to highlight an experience intended for the game's audience, etc.)

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!)
- ➤ **Angular** as a Web Framework (through UCI's Informatics 133 course).

Work Experience:

<u>Champs Sports, under Foot Locker Inc.</u> – 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."

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.