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 as a Game Developer) 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 UI/UX Design skills with HTML/CSS/Javascript and the Angular framework 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**

➢ *Dean's Honor List* member for majority of terms.

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.)

➢ **OpenIDEO's Design Challenge**: UX Case Study
  ○ Part of a team named Quests4Kids that tackled a design challenge centered around digital thriving.

- Sponsored by companies such as Riot Games, Fair Play Alliance, Sesame Workshop, and IDEO.

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).
- ➢ Basic **SQL** (through UCI's CS122A course).
- ➢ **UX Design** (through UCI's Informatics 132 course).

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.*"

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.