

Marc Matthew H. Hagoriles

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OBJECTIVE

A passionate, goal-oriented Game Developer / Software Engineer seeking to utilize my extensive knowledge in software and game development to be part of a company that creates meaningful, high quality software applications.

EDUCATION

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

September 2020 - June 2023

PROJECTS

Fading Lights: Narcissus Lux - Game Developer & UI/UX Designer

September 2022 - March 2023

- 3D Narrative Adventure Game through the Unity Game Engine.
- Took on the role of UI/UX Designer; implemented systems that the game's flow heavily relied on, such as Dialogue, Menus, and Player HUDs. These systems helped bridge the connection between player and gameplay experience.
- Also worked on some degree of Level Design; implemented environmental particle effects such as Cloud and Water Shaders, Sunlight effects within certain scenes, and UI Animation. These drastically improved our game's feel, making the world feel more complete.

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 through the Unity Game Engine
- Worked on various in-game systems, 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 through the Unity Game Engine
- Worked on various in-game systems, 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++, Java, C#, Unity Game Engine, HTML, CSS, JavaScript, Angular, Basic SQL, UI/UX Design.

WORK & SUPPLEMENTAL EXPERIENCE

Champs Sports - Retail Sales Associate

October 2018 - Present

- Provided excellent retail service through the engagement of customers, effectively displaying merchandise and sharing product knowledge with a passion.

Programming Instructor

2017-2018

- Voluntarily served as a Coding Guru to elementary students through Google's CS First Program, introducing Computer Science and the world of Programming to young aspirants.