### Marc Matthew H. Hagoriles

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#### **OBJECTIVE**

I am a motivated, detail-oriented individual seeking a challenging position in the tech/gaming industry where I can apply my skills in Customer Service, Software and Game Development to contribute to the development of innovative solutions and provide immersive and engaging customer experiences.

### **EDUCATION**

## B.S. in Computer Game Science - University of California, Irvine

**September 2020 - June 2023** 

Cumulative Final GPA - 3.7

#### **PROJECTS**

#### **Personal Website**

• Designed and developed a responsive personal website using **HTML** for structure, **CSS** for styling, and **JavaScript** for interactivity.

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

September 2022 - March 2023

• Took on the role of UI/UX Designer; collaborated closely with a team of game developers to design and implement user interfaces (UI) that enhance player immersion and engagement using C# and Unity Game Engine's UI Toolkit.

## OpenIDEOs Design Challenge - UX Designer

**January 2023 - March 2023** 

• 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 sponsored by **Riot Games**, **Fair Play Alliance**, **Sesame Workshop** and **IDEO**.

# **MAGIC!** - Game Developer

January 2022 - June 2022

• Incorporating game design patterns and UI principles, designed intuitive game controls, in-game navigation, and menus using C# (through Unity Game Engine) to ensure smooth transitions between gameplay and user interface elements.

# **College Students** - Game Developer

**April 2022 - June 2022** 

 Worked with a team of developers to ensure the feasibility of designs, collaborating on UI implementation within the Unity Game Engine.

### TECHNICAL SKILLS

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

Frameworks: Angular

Software: Unity Game Engine, FieldRoutes, Figma

### LICENSES / CERTIFICATIONS

**Branch 2 Field Representative License** - demonstrates a deep understanding of integrated pest management (IPM) principles, ensuring environmentally responsible solutions; awarded by the Structural Pest Control Board.

### WORK EXPERIENCE

### Joshua's Pest Control - Office Care Expert / Termites Expert

March 2024 - Present

- Delivered top-tier customer service by addressing inquiries for both pest control services and termite control, maintaining customer satisfaction and fostering long-term relationships through proactive communication and service.
- Managed high-volume call intake with an average of 8 calls per hour, consistently maintaining a misstep rate of less than 1% monthly.
- Utilized **FieldRoutes** software to schedule and track service requests as well as provide support for Field Experts enroute, ensuring accuracy and timely follow-ups.

# **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.