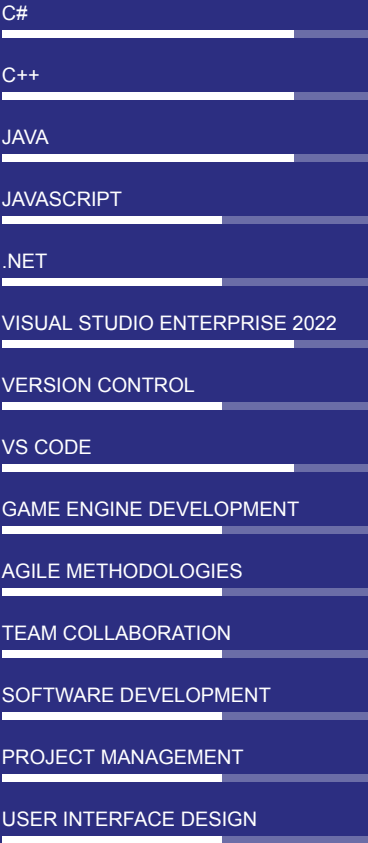


ABOUT ME

Dynamic software engineer with a proven track record at Tribal D, enhancing legacy applications and integrating AI-driven tools. Proficient in C++ and agile methodologies, I excel in team collaboration and user interface design, delivering innovative solutions that significantly improve efficiency and user experience.

Learn More: [GitHub](#), [LinkedIn](#), [Portfolio](#)

SKILLS



EDUCATION


BACHELOR OF SCIENCE  
SOFTWARE ENGINEERING  
& GAME DEVELOPMENT

Neumont College of Computer Science /  
Salt Lake City /  
2025


- Expected in September 2025
- Summa Cum Laude distinction
- GPA: 4.0

MICHAEL  
PEREZ


SOFTWARE ENGINEER | FULL-STACK DEVELOPER



West Valley City, 84128, United States



385-227-5105



mike445567@gmail.com

EXPERIENCE

TRIBAL D

Salt Lake City  
Jun 2025 - Present

SOFTWARE ENGINEER INTERN

- Enhanced legacy applications for tribal government entities, boosting efficiency and user experience.
- Seamlessly integrated Local LLM into established frameworks to innovate AI-driven generation and prediction tools.
- Rapidly acclimated to current technologies and proficiently utilized version control systems.

NEUMONT  
COLLEGE OF  
COMPUTER  
SCIENCE

Salt Lake City  
Mar 2025 - Jun 2025

NGS, SOFTWARE & GAME DEVELOPER

- Developed and released a 2D Platformer fishing game with a team for Neumont Game Studios (NGS).
- Developed an intuitive UI with customizable settings and key rebinding options to optimize user experience.
- Implemented custom tab and save logic, enhancing gameplay experience.

IAMAI

Salt Lake City  
Jan 2025 - Mar 2025

SOFTWARE ENGINEER INTERN

- Engineered a privacy-centric open-source AI platform for personal devices, minimizing reliance on external services.
- Refined user experience by leveraging React.js for superior interface interaction.
- Successfully integrated AI Brain Dynamic Link Libraries (DLLs) with Unity & Unreal for robust backend integration.
- Partnered in the development of front-end components and Unity plugins, boosting overall project productivity.

NEUMONT  
COLLEGE OF  
COMPUTER  
SCIENCE

Salt Lake City  
Sep 2024 - Dec 2024

GAME & SOFTWARE DEVELOPER

- Engineered dynamic parkour game prototype utilizing Unreal Engine with C++ scripting and blueprint functionalities.
- Crafted immersive level designs featuring seamless movement mechanics to enhance user experience.
- Implemented advanced movement systems integrating C++ and Animation Blueprint motion matching for refined gameplay.
- Resolved intricate scripting challenges to ensure smoother and more enjoyable gameplay.