

MP

MICHAEL PEREZ

Software Engineer | Full-Stack Developer

SUMMARY

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.

EXPERIENCE

SOFTWARE ENGINEER

TRIBAL D | Salt Lake City, United States | June 2025 - Current

- 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.

NGS, SOFTWARE & GAME DEVELOPER

Neumont College Of Computer Science | Salt Lake City, United States | March 2025 - June 2025

- 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.

SOFTWARE ENGINEER INTERN

IAMAI | Salt Lake City, United States | January 2025 - March 2025

- 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.

GAME & SOFTWARE DEVELOPER

Neumont College Of Computer Science | September 2024 - December 2024

- 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.

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SKILLS

- C#
- C++
- JAVA
- JAVASCRIPT
- PYTHON
- .NET
- Visual Studio Enterprise 2022
- VS Code
- Game engine development
- Version control
- Agile methodologies
- Team collaboration
- Software development
- Project management
- User interface design

EDUCATION

BACHELOR OF SCIENCE
SOFTWARE ENGINEERING &
GAME DEVELOPMENT
Neumont College of Computer
Science, Salt Lake City
Expected in September 2025

- Anticipated graduation:
September 2025
- Summa Cum Laude distinction
- GPA: 4.0