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# MICHAEL PEREZ

Software Engineer | Full-Stack Developer

## SUMMARY

A Skilled Developer adept at managing multiple projects simultaneously, prioritizing milestones, and ensuring timely delivery. Proficient in code writing, version control systems, and thorough testing protocols. Detail-oriented with a knack for crafting detailed technical specifications.

## EXPERIENCE

### NGS, SOFTWARE & GAME DEVELOPER

*Neumont College Of Computer Science | March 2025 - Current*

Developing a 2D Platformer fishing game with a team for Neumont Game Studios (NGS).

- Developed the UI, including settings customization with key rebinding functionality
- Built a custom tab system & collaborated on some backend logic
- Technologies Used: C#, Unity, Visual Studio, GitHub, Trello

### IAMAI, SOFTWARE ENGINEER INTERN

*Neumont Collaborative Project | January 2025 - March 2025*

Developing an open-source AI platform that operates entirely on personal devices, ensuring privacy and eliminating reliance on cloud-based processing.

- Collaborated on front-end development using React.js, creating a responsive and intuitive user interface for seamless interaction.
- Contributed to Unity plugin development by integrating AI Brain DLLs, conducting research, and establishing backend connectivity.
- Technologies Used: C#, React.js, VS Code, Unity

### BOUNDLESS, GAME DEVELOPER

*Neumont Sr. Capstone Project | September 2024 - December 2024*

Developed a game featuring a dynamic parkour system using Unreal Engine with C++ scripting and blueprints. Designed engaging levels with fluid movement mechanics.

- Demonstrated an advanced movement system with interactive environments, showcasing player freedom and immersion.
- Technologies Used: Unreal Engine, C++, Animation Blueprints, Locomotion Plugin

## EDUCATION

### Bachelor of Science

Software Engineering & Game Development

Neumont University, Salt Lake City

Expected in September 2025

- Expected Graduation | Sept 2025 | Summa Cum Laude
- 4.0 GPA
- Relevant Courses: Game Design, Software Engineering, Artificial Intelligence, Data Structures, Computer Graphics, Game Physics

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🔗 [github.com/MikePerez2022](https://github.com/MikePerez2022)

## TECHNICAL & DURABLE SKILLS

### Technical Skills

- C# - Proficient
- C++ - Proficient
- Python - Competent
- Java - Competent
- Unreal Engine 5 - Proficient
- Unity - Proficient
- GitHub - Proficient

### Durable Skills

- Agile development
- Problem-solving & critical thinking
- Team collaboration & communication
- Time management & project organization
- Creativity in Game Design