Milo Kesteloot

Software Engineer & Game Developer

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EDUCATION

Undergraduate at UC Santa Cruz majoring in both computer science and game design.

Pre-college school was a balanced mix of public, private, and homeschooling.

EXPERIENCE

Founder and leader of the Video Game Development Club at Sora Schools.

Member of the Game Development and Art Collaboration Club at UCSC.

PERSONAL PROJECTS

A custom game engine built for the web with built-in physics, particle systems, UI tools, and more. (github.com/cardy64/MDogEngine)

Coded over 50 Minecraft plugins in Java for servers with over 1000 members and events with over 30 people. (Example)

A portfolio website built from scratch to display my coding, writing, and art projects. (www.milo.games)

A physical wooden control-station for the game Kerbal Space program using an Arduino in C++. (On website)

Coded dozens of PICO-8 games in Lua including puzzle, action, fighting, racing, adventure, and shooting games. (Some of them are on my website)

Coded dozens of browser games in P5.js, highlights include 4D-Minesweeper (on website) and Perlin noise-based terrain generation.

Created multiple Discord bots using Java and Python for personal servers.

Participated in the GMTK 2021 game jam placing in the top 10%!

PROGRAMMING

Java, C#, and Lua for video games and video game modifications.

JavaScript, HTML, and CSS for web development.

Python and R for computation and visualizations.

TI-Basic and RISC-V assembly.

ART

Photoshop for pixel art, image modification, and video games assets.

Illustrator for icons, logos, and vector art.

Blender and Fusion 360 for CAD files, 3D modeling, and 3D animation.

GAME DEV

Unity for games and visualizations.

PICO-8 for game demos and idea testing.