

# Marco Gamboa

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Queens, NY

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[Linkedin](#) [Github](#) [Itch.io](#) [Portfolio](#)

## Programmer

A results-driven programmer with technical skills in programming languages and architecture. Experience working in small teams creating and developing various games. I have experience creating a simple website using HTML5 and CSS3. Creating numerous small games using various popular game engines. Excellent verbal and written communication skills. Team player, with the ability to work independently.

## TECHNICAL SKILLS

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- Unity
- Unreal Engine
- Godot
- C#
- HTML
- CSS
- C++
- Java
- Python
- Lua

## EDUCATION

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**BS-Game Development and Programming**, Southern New Hampshire University   Graduated

- Cumulative GPA: 3.8

Coursework: Fundamentals of Information Technology, Operating Platforms, Graphics Game Engine, Gameplay Systems Development, Digital Game Development, Artificial Intelligence Design of Virtual Game Environments, Programming Languages, Software development with C#.NET, Applied Linear Algebra, Calculus, Software Development with C++.NET, Fundamentals in Application Development

## ACADEMIC PROJECTS

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### Procedural Generated Terrain

- Created an Unreal Engine project to be used and implemented to other projects.
- It is an infinite terrain generated with an option to generate terrain as blocks.
- Utilizes runtime meshes to generate meshes.
- Uses both shader and texture to be applied to the mesh during runtime.
- Created scripts and functions to create vertices and meshes.

## PROFESSIONAL EXPERIENCE

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None