




# Michael Rivera


Game Developer

## Contact

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## Education

May 2025

**California State University,  
Fullerton**

*Bachelor of Science in Computer  
Science*

– Fullerton

## Key Skills

Problem-Solving

Teamwork and  
Collaboration

Time  
Management

Attention to Detail

Communication

## Profile

Recent Computer Science graduate with strong foundational knowledge in software development, problem-solving, and teamwork. Experienced in delivering excellent customer service and eager to apply technical skills to real-world challenges. Proficient in C++, C#, and Unity, with hands-on experience in academic projects.

## Projects

Jun 30, 2022

Unity

**Cuphead First-Person Shooter**

- Developed a fully functional first-person shooter inspired by the Cuphead universe using Unity and C#.
- Achieved 16.2k downloads and 9,449 views, with 35 collections and 31 comments, showcasing strong engagement from the gaming community.
- Demonstrated expertise in level design, character control mechanics, and game optimization.
- <https://rivaroni.itch.io/cuphead-fps>

Jan 21, 2024

Unity

**Animal Crossing First-Person Shooter**

- Created an innovative first-person shooter reimagining the Animal Crossing universe using Unity and C#.
- Focused on gameplay mechanics, immersive environments, and player interaction to deliver a unique experience.
- Enhanced skills in debugging, asset management, and iterative design during development.

## Professional Experience

September 2020 – Present

Brea, CA

**Server** at Lazydog

- Collaborated with a team to deliver efficient solutions in a fast-paced environment.
- Adapted quickly to challenges, honing problem-solving, and troubleshooting skills.
- Managed multiple tasks with attention to detail, improving efficiency and organization.