MIGUEL D

CONTACT

- mdrdoming@gmail.com
- Contact Via Email
- Website/LinkedIn
- stringpeas.itch.io

PROFILE

A dynamic game developer with a strong programming background, combining technical proficiency with creative problem-solving to build engaging and reliable gameplay systems. Highly motivated and intuitive, excelling in communication and time management to consistently deliver polished results.

SKILLS

— PROGRAMMING LANGUAGES

- C++, C#, C
- Java
- HTML, CSS, JavaScript

— GAME ENGINES

- Unity
- Unreal Engine 4

— GRAPHICS APPLICATIONS

- Maya, Blender
- Photoshop

EDUCATION

ADVANCED DIPLOMA, GAME PROGRAMMING (CANDIDATE)
HUMBER POLYTECHNIC

B.SC. COMPUTER SCIENCE
YORK UNIVERSITY • 2024

EXPERIENCE

2020 - PRESENT

Marketing & Operations Administrator
Location Omitted for Public Resume - Contact via Email

- Create marketing materials including social media content, listing graphics, print designs, and event promotional assets.
- Collaborate with agents to develop branding materials and ensure consistent visual presentation across platforms.
- Manage day-to-day operational workflows: scheduling, client communication, and high-volume front-desk coordination.

2019

Bakery Associate
Location Omitted for Public Resume - Contact via Email

- Prepared and served food and beverages in accordance with safety and quality standards.
- Delivered high-quality customer service across deli, pastry, and hot food departments.
- Operated POS systems and handled transactions efficiently.

2018

Summer School Mentor
Location Omitted for Public Resume - Contact via Email

- Guided students in academic performance, behaviour, and social development.
- Supported reading, writing, and communication development through creative learning strategies.

References available upon request