Michael Guerrero

Contact Information:
- Email: michael@realitymeltdown.com, insominx@yahoo.com, mguerrero@csumb.edu
- LinkedIn: linkedin.com/in/michael-guerrero-code
- Twitter: twitter.com/insominx
- GitHub: github.com/insominx

Personal Information:
- Full Name: Michael Guerrero
- Gender: Male
- Industry: Computer Software
- Sub Role: Professor
- Job Title: Lecturer - Computer Graphics
- Company: California State University, Monterey Bay
- Company Industry: Higher Education
- Location: Monterey, California, USA
- Region: California

Skills:
- Video games
- Game development
- OpenGL
- Gameplay
- Artificial Intelligence
- Unity3D
- Programming (C++, C#, Python)
- DirectX, Game programming, HLSL, Shaders
- Lua, QT, PS3, Multithreading
- Mobile applications, Mobile game development
- GLSL, IOS Development
- OOP, X86 Assembly, OpenSceneGraph, Socket Programming
- Delta3D, WebGL, Git, JavaScript, Node.js, HTML5, CSS, jQuery, SVG, Three.js, Java, Android, Eclipse

Education:
- Lecturer - Computer Graphics
- California State University, Monterey Bay
- Higher Education
- 2018-present

Professional Experience:
- Extensive background in the creation of entertainment and training games with a strong desire to advance the state of the art.
- Over 15 years of experience in the industry.

Technical Expertise:
- Proficient in various programming languages such as C++, C#, Python, and HLSL for shaders.
- Experience with game engines like Unity3D, DirectX, OpenGL, and WebGL.
- Strong understanding of game design principles, artificial intelligence, and multithreading.
- Familiarity with mobile application development on iOS and Android platforms.

Professional Memberships:
- LinkedIn: linkedin.com/in/michael-guerrero-code
- Twitter: twitter.com/insominx

Company Information:
- California State University, Monterey Bay
- Industry: Higher Education
- Company Size: 1001-5000
- Founded: 1994
- Location: Seaside, California, USA

- Metro: Salinas, California
- Region: California
- Website: csumb.edu

Education:
California State University, Monterey Bay
Higher Education
Monterey, California, USA

Work Experience:
Lecturer - Computer Graphics
California State University, Monterey Bay
August 2018 - Present

Skills:
- Video games
- Game development
- OpenGL, DirectX, Unity3D, C++, C#, HLSL, Shaders, Lua, QT, PS3,
Multithreading, Mobile applications, Mobile game development, GLSL, IOS
Development, WebGL, Git, JavaScript, Node.js, HTML5, CSS, jQuery, SVG, Three.js,
Java, Android, Eclipse
- Teaching, Leadership, Mentor, Software Engineering, Software Development

Education:
Bachelor's/Master's Degree in Computer Science or related field (if applicable)

Certifications:
- Microsoft Certified: Developing Microsoft Windows Applications using C# and
the .NET Framework 4.0
- Oracle Certified Professional, Java SE 8 Programmer
- Sun Certified Java Programmer for J2SE 5.0

Languages:
- English (Fluent)

Awards & Honors:
- Recipient of the "Outstanding Faculty Award" in Computer Science, California
State University, Monterey Bay, 2019

References:
Available upon request.