

# Christopher Michea

## Contact


### Full name:

Christopher Waldo, Michea Rivera


### Address:

1653 Atateken St. Montreal H2L 3L4

### Phone | Whatsapp:

 +1 (514) 449 0289


### G.Drive & Email:

 cwmichea@uc.cl

 porkechristo@gmail.com

### Professional Links:

 [www.linkedin.com/in/cmichea](https://www.linkedin.com/in/cmichea)

 <https://github.com/cwmichea>

## Software Proficiency

### DBMS:

Microsoft SQL – MySQL

### Game Engines:

Unity - Unreal

### Graphic Production:

A. Photoshop - Illustrator - InDesign

AutoCad - Sketchup - Blender

## Languages

Spanish – Native

English – Fluent (B2)

French – Fluent (B2)

Italian – Basic Knowledge (A1)

## Skills

### Multidisciplinary knowledge

Capable of collaborating on modeling-animation and artistic work as well as gameplay-programming.

### Methodic and attentive to details

Proficient at spotting / avoiding errors by closely following the appropriate steps for each modification / contribution added into the code.

## Hobbies

Reading  
Sketching

## Fav. Games

Super Smash series  
Overcooked 2

## Profile

Junior Developer, former architect, well-versed in **C#** & **C++**, with experience in multipurpose programming languages including: **Java**, **HTML**, **JavaScript**, **CSS**, **Python**, and **SQL**. Adept at clear design notions, backed by a strong background in technical drawing tools, 3D modeling, vectorial illustration & image editing.\*

## Education

2020-2022



Diploma of College Studies: **Computer Science Tech.**,  
*La Salle College*. Montreal, Canada.

2010-2016



Bachelor of Architecture: **Licenciatura en Arquitectura**,  
*Universidad Católica de Chile*. Santiago, Chile.

## Programming Experience | Projects

10/2021 - 12/2021

### Individual work using Unreal for college assignment.



*Obstacle Course*, a 3D platform game: UI, environment modeling, time setting, and obstacles & character moves.

01/2021 - 05/2021

### Team work using Unity Collaborate for college assignment.



*The Knight Dog*, a 3D adventure game: UI, simple AI behavior singleton, particle system, terrain modeling & menu setting.

10/2020 - 12/2020

### Individual work using Unity for college assignment.



*Bouncing Ball*, a 2D arcade-like game: All the modeling, UI, input manager, score & menu setting, and paddle moves.

2020 - 2022

### Games Projects. Personal works:\*



*Antartic*, a 3D platform game using **blueprints** on **Unreal**.  
*Snake*, a 2D arcade game using **C++ console app** on **VS**.



*CovidAttack*, a 3D platform game using **C# scripts** on **Unity**.  
*Flying Cat*, a 2D arcade game using **window form** on **VS**.

2017 - 2019

### Architecture Projects. Professional activity.\*

<https://drive.google.com/drive/folders/1kMG1RXudrojF4GSQ7ajEre8iQfOGBCCM?usp=sharing>