Marco Alexi "Dion" Pimentel

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About Me

Computer Science major at Arizona State University with a focus in and passion for Game Design and Development. Seeking internship or entry-level software engineering and game development positions.

Education

Arizona State University – Tempe, Arizona
August 2019 – May 2023
Cumulative GPA: 4.00

Major: Computer Science, B.S.
Minor/Certificate Program: Business, Computer Gaming
Other Programs: Barrett, the Honors College

Experience

Meteor Studio   Tempe, Arizona
XR Creative Developer   Jan 2021 – May 2021, May 2022 – Present
  - Used C# and the Unity game engine to develop educational VR experiences on project teams
  - Assisted with a content development pipeline centered around Dreamscape Immersive's framework

Learning Futures   Tempe, Arizona
Senior Studio Associate   May 2021 – Present
  - Used C# and the Unity game engine to develop educational VR experiences on project teams
  - Led meetings, hosted skillbuilding activities, and planned project workflow in multiple leadership roles

Ira A. Fulton Schools of Engineering @ ASU   Tempe, Arizona
Teaching Assistant & Grader   August 2021 – Present
  - Teaching assistant for ASU's Game Development II and Game Engine Development courses
  - Grader for ASU's Game Development I, Game Design Fundamentals, and Game Engine Development courses

Projects

Career XRcade: Developer   May 2022 – Present
  - Used Unity to develop Career XRcade, a set of dual VR and desktop playable experiences that familiarizes high school students with future careers in fast-growing industries sponsored by Verizon.
  - Programmed C# scripts for experience exhibits to supplement interactivity and game flow.

FSE Microelectronics Clean Room: Technical Lead, Developer   May 2022 - Present
  - Used Unity to develop the FSE Clean Room, a virtual reality clean room that brings users through the various processes and routines in a clean room.
  - Wrote C# scripts that facilitate movement, gowning, and cleaning functions for the player in VR and Desktop-based settings.

ASUniverse: Technical Lead, Developer   May 2022 - Present
  - Used Unity and Unreal to develop ASUniverse, a virtual playable recreation of Arizona State University.
  - Implemented virtual kiosks that direct and inform users around the campus environment.
  - Utilized the Zoom SDK to incorporate joining and viewing Zoom meetings into kiosks.

Huddle: Gameplay Programmer   January 2022 – May 2022
  - Used Unity, Unity XR, and the Oculus VR Framework to develop Huddle, a VR multiplayer experience that emulates a virtual classroom for students and instructors to partake in.
  - Implemented VR hand tracking functionality and created interactive elements that supplemented it.

Game Engine   August 2021 – December 2021
  - Used C#, Visual Studio, and the Monogame framework to develop a game engine library.
  - Created C# classes that implement game properties and game object components.
  - Used library to create a 2D shoot 'em up game and 3D first person shooter.

Skills

Programming Languages
  - C#, C/C++, Python, GameMaker Language, HTML, CSS, Java

Software, Libraries, Frameworks
  - Unity, Unity XR, MonoGame, GameMaker Studio 2, .NET, Unreal Engine

Languages
  - English, Mandarin Chinese, Tagalog