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. Looking for Summer 2022 Game Development/Design-related or SWE internship positions.

Education

Arizona State University – Tempe, Arizona
August 2019 – Present
Expected Graduation: May 2023

Cumulative GPA: 4.00
Major: Computer Science, B.S.
Minor/Certificate Program: Business, Computer Gaming
Other Programs: Barrett, the Honors College

Relevant Coursework: Object-Oriented Programming, Intro to Programming Languages, Data Structures & Algorithms, Intro to Software Engineering, Operating Systems, Information Assurance (In Progress), Distributed Software Development (In Progress), Intro to Artificial Intelligence (In Progress), Game Development I & II, Game Design Fundamentals, Game Engine Development (In Progress)

Experience

Research Aide
Meteor Studios @ ASU
C#, Unity
January 2021 – May 2021

- Developed educational VR experiences within virtual Unity environments
- Focused on backend work and functional tool and component development

XR Creative Developer
Immersive Creation Studio @ ASU
C#, Unity, Unity XR
May 2021 – Present

- Extension of VR experience work with a new emphasis on environment structure and contents
- Upskilled in and developed projects based in extended reality as part of the organization's guilds
- Planned and led guild meetings, activities, and goals as a coordinator

Undergraduate Teaching Assistant
Arizona State University
August 2021 – Present

- Teaching assistant for ASU's Game Development II class
- Led a lecture on Git-based workflow with Unity

Projects

Career Arcade: Programmer & Exhibit Developer (https://xr.asu.edu/career/)   January 2021 – Present
- Used Unity and Unity XR to develop Career Arcade, a dual VR and desktop playable experience that provides university students with an interactive showcase of specific career paths
- Created and made demo scenes around scripts and prefabs that add functionality to experience scenes and exhibits
- Created and bug-fixed interactive exhibits for the scenes corresponding to each profession
- Facilitated a branch-based Git workflow for the team

Stained in ScARlet: Script Programmer   May 2021 – August 2021
- Used Unity and Unity's XR Interaction Toolkit to develop *Stained in ScARlet*, a mystery-themed AR investigation game
- Created C# scripts based on the ARFoundation Unity package to implement player interaction in AR, object interaction and behavior, and event and dialogue progression
- Utilized Unity's Post-Processing Stack in C# scripts to dynamically alter game visuals

Minerva's Descent: Producer & UI Programmer (https://dion260.itch.io/minervas-descent)   January 2021 – May 2021
- Producer and UI programmer for *Minerva's Descent*, a role-playing dungeon crawler
- Planned out workflow, project timelines, and team goals across a 18-week period
- Created C# scripts that implemented player HUD UI functionality

Just Ice Served: Artist and Script Programmer (https://dion260.itch.io/just-ice-served)   December 2020
- Used Unity to create *Just Ice Served*, a 2D infinite runner game with a partner for Itch.io's 2-Button Jam
- Drew original game art and sprites for characters, objects, and environment in Photoshop
- Created C# scripts that implemented player controls, enemy AI, and cutscene UI

Project: Mindswipe: Programmer & Level Designer (https://dion260.itch.io/mindswipe)   September 2020- December 2020
- Used GameMaker Studio 2 to create *Project Mindswipe,* a 2D, topdown, roguelike-inspired stealth game
- Wrote and implemented a random level generation algorithm in GameMaker Language
- Designed and put together subrooms to be used in the algorithm for level creation

Skills

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

Software, Libraries, Frameworks
- Unity, Unity XR Interaction Toolkit, MonoGame, GameMaker Studio 2, Unreal Engine, Visual Studio, Photoshop

Languages
- English, Mandarin Chinese, Tagalog