

Marco Alexi “Dion” Pimentel

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Summary:

I am a Computer Science Major focusing on Game Development. I am particularly interested in game design and game programming, but overall wish to learn about all aspects of the game industry.

Education:

Barrett, the Honors College at Arizona State University

Tempe, Arizona

B.S. Computer Science (Cumulative GPA: 4.00)

August 2019 – May 2023

Relevant Coursework: Object-Oriented Programming (Java/JavaFX), Intro to Programming Languages (C/C++, Scheme, Prolog, Python), Computer Organization/Assembly Language Programming (MIPS Assembly), Data Structures and Algorithms (C++), Applied Linear Algebra, Discrete Mathematical Structures, Intro to Software Engineering

Certificate Program: Computer Gaming

Relevant Coursework: Game Development I (GameMaker Studio 2)

Minor: Business

Relevant Coursework: Essentials of Marketing

Projects:

2D Top-Down Stealth Game

October 2020 – November 2020

- Used GameMaker Studio 2 to develop a 2D, stealth-based game named *Project Mindswipe*
- Designed game levels and wrote and implemented a random level generation algorithm
- Final group project for Game Development I course

2D Platformer Game

June 2020 – Present

- Using Unity to program and develop a simple, multi-level 2D platformer game named *Slimland*
- Personal study of various aspects of a game through creating all assets from scratch
- In-progress project, with a basic start up screen and one functional level currently completed
- Prototype submitted as part of Devtober 2020

Board Game

September 2016 – October 2016

- Used Illustrator, CAD software, and physical materials to develop a turn-based board game
- Completed over a five week period, with the timeframe encompassing planning, designing, creating, and presenting the board game and associated materials (i.e. game manual)

Bank UI Simulation

October 2019

- Created a JavaFX-based program that simulates the user end of a banking app
- Led my team in conceiving and programming the application
- Presented to representatives of Bank of the West at ASU's SolutionsX Hackathon

Skills:

Programming Languages: Java/JavaFX, C/C++, C#, Python, Scheme, Prolog, MIPS Assembly

Software: Unity, GameMaker Studio 2, GIMP, Photoshop, Illustrator

Languages: English (Fluent), Mandarin Chinese (Fluent), Tagalog (Semi-fluent), Japanese (Learning), Korean (Learning)

Clubs and Extracurriculars:

ASU Esports Business Association

September 2020 – Present

- Club focused on learning about Esports in the larger business scene

Sun Devil Quiz Bowl

August 2019 – Present

- Moderator for ASU-hosted high school qualifier tournaments