

PEDRO FONSECA

(813) 293-6433 • fonscap@umich.edu
• <https://fonscap20.github.io/fonscap/>

EDUCATION

University of Michigan - Ann Arbor

Bachelor of Computer and Cognitive Science

GPA: 3.653

Ann Arbor, MI

Aug. 2020 - Dec. 2023

Coursework: EECS 280 - Programming and Introductory Data Structures, EECS 281 - Data Structures and Algorithms, EECS 494 - Introduction to Game Development, EECS 498 - Extended Reality and Society

WORK EXPERIENCE

WolverineSoft Studio - Project Nova - Unity 3D - Jira (Scrum) - Visual Studio

Remote

Gameplay Programmer

May 2023– Aug. 2023

- Working on a team of 49 students in the development of a 3D, rogue-like case study based on Nova Drift.
- Assigned to a programming subdivision of 7 students to implement the game functionality and the encounter-related requests by the game design team.
- Following an **AGILE** work ethic with tools like **Jira**, **Confluence**, and **Bitbucket** to maintain our project.
- Implemented features such as enemy movement patterns, screen wrapping, and hazard systems.

AppStop.io - One Tap Victory Lap - Unity 2D - Asana - Visual Studio

Remote

Gameplay Programmer, UI/UX Developer

Sep. 2023– Nov. 2023

- Built and shipped a mobile app to the **App Store** and **Google Play Store** with a team of 4 developers.
- Implemented a notification system to guide players to previously missed menus using static class structures.
- Integrated **UI/UX** elements into an in-progress project to allow the player to see their reward progress and familiarize myself with the existing codebase.

PROJECT EXPERIENCE

EECS 494 - Project 3: Slime-Handed - Unity 3D - Jira (Scrum) - Visual Studio

Ann Arbor, MI

Game Designer, Level Designer, Gameplay Programmer

Feb. 2023 - April 2023

- Developed a **3D** physics game with a core mechanic of "sling-shottting" to expand our skills past the 2D setting.
- Learned and utilized the industry-standard software **Jira** using to handle task and time management.
- Designed **3D** levels in **Unity** and handled checkpoint and player-state systems to maintain a closed game loop.
- Followed an **iterative design process** through weekly playtesting sessions to support feedback-driven development.

EECS 498 - Project 3: SpeakVR - Unreal Engine VR - Jira (Scrum) - Visual Studio

Ann Arbor, MI

Project Manager, Programmer

Nov. 2023 - Dec. 2023

- Utilized **Unreal blueprints** to establish the **affordance** system allowing us to add user interactions through overrides of the affordance class "interact" function.
- Designed and integrated the eye tracking crosshair to alleviate the distractions of a line trace and accurately track the direction the user is looking at.
- Implemented the note card system to replicate note usage in real-life speeches.
- Managed the tasks for each sprint based on team discussion in support of the **iterative cycle process**.

EECS 498 - Project 2: A2Go! - Unity AR - Jira (Scrum) - Visual Studio

Ann Arbor, MI

Gameplay Programmer, UI/UX Developer

Nov. 2023 - Dec. 2023

- Designed and implemented all **UI** elements to provided a low-complexity and welcoming art style.
- Structured a database of tree and enemy objects used to pass data between scenes.
- Utilized **Mapbox** systems to provide an accurate map of a user's surroundings.
- Diversified enemy types with different movement patterns to make the game aspect more alluring.
- Handled user camera controls to allow preferred perspectives of the environment.

SKILLS

- Proficient in C++, C#, C, Blueprints, Python, OCaml and familiar with Java, React, and HTML/CSS.
- Proficient in Unity, Unreal, Git, PlasticSCM, Jira, SourceTree and familiar with Blender.
- Proficient in Visual Studio and Visual Studio Code.
- Bilingual. My first language is Spanish and I am 4th-term proficient at the University of Michigan.