MICAH M. VARGAS

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Creation-driven and passionate about making no matter the medium.

AREAS OF EXPERTISE

- Video Game Development
- Software Engineering
- Mobile Application Development
- Game Design & Programming
- Procedural Generation
- Procedural Animation

TECHNICAL SKILLS

- Scripting and programming languages: C#, Unity scripting, C++, Unreal Blueprints, Java, HTML, CSS, R, Clojure, Clojurescript, Racket, and Python

- Programming environments: Unity, Visual Studio, Unreal Engine, Visual Studio Code, and IntelliJ

- Other software: Aseprite, Blender, ZBrush, Maya, Premiere, Photoshop, OBS, StreamLabs, Notion, and Microsoft/Google/Apple Office Suites

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HIGHLIGHTED EXPERIENCES

Mobile Game Development—Rodent Rampage   01/10/2023 - Present
MassDigi DigiStudio

- Updated 2D endless runner mobile game Rodent Rampage,

- Added two new power-ups each using different inputs/touch screen controls, polished the character controller's physics, and refined particle systems to improve the feeling of flight.

Game Development Studies   08/23/2021 - Present
Worcester Polytechnic Institute Interactive Media & Game Development Program

- Explored game development's many facets, including the business of games, prototyping, working in teams, the ethics of creating media, and game engine development.

- Iterated upon arcade classic Pac-Man with a small team, turning it into a roguelike.

- Created a pottery board game using negative space in hand-crafted cards for various combinations.

- Researched and presented on the industries use of U.S. adversaries as villains and it's propagation of racism against certain groups.

- Developed Dragonfly game engine from scratch in C++ and then created a game within it.

Educational Game Development—WildeKey   09/01/2020 - 06/05/2021
Sandy Spring Friends School Computer Science Independent Study

- Developed an interactive web application in Unity named "WildeKey" to teach touch typing to elementary school students, using a gamified user experience (UX) for a innovative and modernized tool for a typically dry subject.

- Wrote all code in C#, designed front-end, and refined using feedback from target audience playtests.

- Made publicly available at https://h4c1m.itch.io/wildekey and games.ssfs.org.

EDUCATION

Worcester Polytechnic Institute
BS - Double Major: Computer Science and Interactive Media & Game Development Technology, Class of 2025