Mike Claros

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PERSONAL PROJECTS

- **2D Platformer game in C#:**
  - *Implemented character physics, and animation through **Unity 3D API** and **C#**. Used physics concepts to implement custom movement for game. Use state machines tool provided by Unity 3D to create animations for character. Successfully created one level in Unity 3D.*
- **2D Platformer game in C++:**
  - *Implemented character controls, **physics** elements for character's movements, and **collision detection** between player and obstacles for a small 2D game using **C++** and **SFML**. Implemented timing conditions to create physics. Created header files to create custom collision detection for game. Successfully created a base level, further expansions being worked on.*

RELEVANT EXPERIENCE

HACKATHONS:

- **HackPoly 2015**: *Group project: created a **platformer game** with Myo armband functionality within 24 hours: Studied and implemented **Myo API** with **C#** and **Unity3D API** to create controls for a simple platformer game.*
- **CitrusHack 2015**: *Group project: created an **infinite runner game**. Used **Unity3D API** and **C#**, worked on the **physics** concepts for runner to create movement, wall jumping mechanics, and platform movement.*

EDUCATION

California State Polytechnic University, Pomona – Pomona, CA   Graduation Date: December 2015
Bachelors of Science in **Computer Science**
With a Minor in **Mathematics**

Computer Science and Software Coursework:

- **Computer Graphics:** *group project created a 3D game, implemented procedural content generation and frustum culling concepts to create randomized levels using **Java** and **LWJGL** (Light Weight Java Game Library).*
- **Data Structures and Algorithms**: *utilized data structures and algorithm concepts to **implement** a directed and undirected **graph** structure in **Java**. The graph structure was able to handle data manipulation as well as **breadth** and **depth searches**.*
- **Unix and Scripting**: *understanding of **unix** and **unix-like** systems. Can write scripts in **bash** to do variety of tasks. Experience with different shells.*
- **Computer Networks**: *Group project: Studied and integrated **C++ Boost library API** to set up ports for a handshake-system between client and server.*

PROGRAMMING AND TECHNOLOGIES

Platforms: Windows, Linux
Languages: **Java** (Advanced), **C++** (Advanced), C# (Intermediate), Python (Intermediate), ,Javascript (Novice), SQL (Novice), Bash and other shells (Novice)
Frameworks: Unity3D, SFML, Boost, LWJGL
Miscellaneous: Git, Doxygen, Visual Studio, IntelliJ, PyCharm, Netbeans, Notepad++, emacs

Other Skills and Activities

Cal Poly Pomona Computer Science Society   Cal Poly Pomona Game Development Club
Bilingual, Fluent **Spanish**