Mike Claros

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EDUCATION

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

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

RELEVANT EXPERIENCE

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. Used **state machines too**l provided by Unity 3D to create **animations** for character sprite. 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.*

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.*

SCHOOL PROJECTS

- **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**.*
- **Computer Networks**: *Group project: Studied and integrated **C++** **Boost library API** to set up ports for a handshake-system between client and server.*

Other Skills and Activities

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