

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.
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HACKATHON EXPERIENCE

- **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.
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EDUCATION

California State Polytechnic University, Pomona – Pomona, CA
Bachelors of Science in **Computer Science**
With a Minor in **Mathematics**

Graduation Date: December 2015

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: implemented a server-client system to transfer a file from client to server and vice-versa. Studied and integrated **C++ Boost library API** to set up ports for a handshake-system between client and server.
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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
Bilingual, Fluent **Spanish**

Cal Poly Pomona Game Development Club