

Michael Sim

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Expected Graduation Date: June 2021 | University GPA: 3.45/4.0

Undergraduate student pursuing a Bachelor of Science Degree in Computer Game Design at UC Santa Cruz.
My goal is to share and develop my skills in project management and visual media in a professional environment.

Work Experience

Media and Communications Assistant	2019-Present
UC Santa Cruz Division of Student Success	
Student Supervisor & Food Service Worker	2018-2019
Perk Coffee Bar	
Background Actor	2018
Devs FX (TV Series)	

Volunteer Experience

Activities Coordinator	2019-Present
Bayanihan at UC Santa Cruz (Filipino Student Association)	
Freelance Videographer	2017-Present
Classically Contempo, POPreKa, ACA Hip Hop, Stage 5	
A/V Media Associate	2018-2019
Kollaboration SF	
Administrative Officer	2018-2019
Bayanihan at UC Santa Cruz (Filipino Student Association)	
Volunteer & Usher	2018
Cinematografo International Film Festival	
Kasama Ballroom Dance Troupe Intern	2018
Bayanihan at UC Santa Cruz (Filipino Student Association)	

Volunteer Experience (Continued)

Background Actor

2017

Lumpia 2 (Movie)

Public Relations Officer

2015-2017

Lowell Fil-Am Club (High School Filipino-American Club)

Education

Studying as Bachelor of Science in Computer Game Design

2017-Present

University of California, Santa Cruz, CA

High School Diploma

2013-2017

Lowell High School, San Francisco, CA

Skillset

Project Management

Team Communication, Spreadsheets, Documentation, Calendaring, Slideshow Presentations

Social Media Management

YouTube, Facebook, Instagram, Squarespace, Flickr, Mailchimp, LinkedIn

Video Production

Adobe Premiere Pro, Adobe After Effects, Davinci Resolve, iMovie

Visual Arts and Graphic Design

Adobe Photoshop, Adobe InDesign, Adobe Illustrator, Autodesk Maya

Programming

C++, C, Java, Javascript, HTML5, CSS, Git, Phaser

Sound Design

FL Studio, GarageBand