Michael Sim

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Undergraduate student pursuing a Bachelor of Science Degree in Computer Game Design at UC Santa Cruz. My goal is to be able to gain experience in a formal working environment and to develop my professional skills.

Work Experience

Media and Communications Assistant   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   Present
Bayanihan at UC Santa Cruz (Filipino Student Association)

A/V Media Associate   2018-Present
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)

Background Actor   2017
Lumpia 2 (Movie)

Volunteer Experience (Continued)

Public Relations Officer
Lowell Fil-Am Club (High School Filipino-American Club)

2015-2017

Education

Studying as Bachelor of Science in Computer Game Design
University of California, Santa Cruz, CA

2017-Present

High School Diploma
Lowell High School, San Francisco, CA

2013-2017

Skillset

Project Management
Communication, Spreadsheets, Documentation, Calendaring, Slideshow Presentation

Social Media Management
YouTube, Facebook, Instagram, Squarespace, Flickr, Mailchimp, Linkedin

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

Art 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