

# Michael Sim

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Website: <https://mipsim.github.io/>

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

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<b>Media and Communications Assistant</b>	<b>Present</b>
UCSC Division of Student Success	
<b>Student Supervisor &amp; Food Service Worker</b>	<b>2018-2019</b>
Perk Coffee Bar	
<b>Background Actor</b>	<b>2018</b>
Devs FX (TV Series)	

## Volunteer Experience

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<b>Activities Coordinator</b>	<b>Present</b>
Bayanihan at UC Santa Cruz (Filipino Student Association)	
<b>A/V Media Associate</b>	<b>2018-Present</b>
Kollaboration SF	
<b>Administrative Officer</b>	<b>2018-2019</b>
Bayanihan at UC Santa Cruz (Filipino Student Association)	
<b>Volunteer &amp; Usher</b>	<b>2018</b>
Cinematografo International Film Festival	
<b>Kasama Ballroom Dance Troupe Intern</b>	<b>2018</b>
Bayanihan at UC Santa Cruz (Filipino Student Association)	
<b>Background Actor</b>	<b>2017</b>
Lumpia 2 (Movie)	

## Volunteer Experience (Continued)

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### Public Relations Officer

2015-2017

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

## Education

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### 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

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### Programming

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

### Team Management

Production Planning, Communication, Spreadsheets, Documentation, Slideshows

### Social Media Management

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

### Video Production

Adobe Premiere Pro, Adobe After Effects, iMovie

### Art and Graphic Design

Adobe Photoshop, Adobe Illustrator, Pixel Art

### Sound Design

FL Studio, GarageBand