Michael Barba

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Junior undergraduate Computer Science/Math student looking to make great games with great people.

Education

BS in Computer Science, University of Massachusetts Amherst   3.88 GPA
  BS in Applied Mathematics, Secondary Major

Coursework Taken: Data structures, algorithms, intro to unix, computer systems, linear algebra, calculus, intro to computation (discrete math), scientific computing

Experience

Buh! Gaming
Software Engineer · Kirkland, WA   *May 2019 - Aug 2020*
- Developed many systems in Unity (C#) for the upcoming **third-person MOBA** Tournament of Tamers.
- Presented at the **Seattle Indies Expo** after being selected by their judge panel.
- Currently released on Steam early access with over **3,000 players.**
- Built an **analytics** system to easily observe player trends and balance characters.
- Worked on **gameplay** (new characters abilities), **UI**, minion **AI**, Steamworks API integration, **networking**.

BAE Systems
Software Engineer Intern · Merrimack, NH   *May 2020*
- Canceled due to Covid-19

Dean Bank
Junior System Administrator · Franklin, MA   *Aug 2018 - Aug 2019*
- Write scripts to automate bank IT processes
- Integrate new VMs into bank environment

Projects

ANTIGOLF
2D golfing puzzle game made in Unity   mbarba.com/project/antigolf
- **1 of 10 winners** from the Brackey's 2020.1 Game Jam with **over 700 entries.**
- Among **top 5** in categories such as "fun" and "innovation".
- Launched on itch.io with over **1,500 players.**

Understanding Quaternions
Educational math demo made in Unreal Engine 4   mbarba.com/project/quaternion
- Demonstrates solid **3D math skills.**
- Intended to teach indie developers about quaternions, a vital math object used for rotations.

HUEb
First-person puzzle game inspired by Portal and Antichamber   mbarba.com/project/hueb
- **2nd place winner** of Weekly Game Jam 160 with **over 80 entries.**
- Created **custom shaders** (**HLSL**) to improve the game visually.

ARORA
AR app made in Unity, designed to identify objects on the International Space Station   mbarba.com/project/arora
- Originally designed for the NASA HUNCH competition, in which it was **recognized at the national level.**
- Won **2nd place nationally** at the SkillsUSA Career Pathways competition.

Skills

- **Programming Languages:** C#, C++, Java, JavaScript
- **Development:** Unity, Unreal Engine 4 (C++ & Blueprints), Git, SVN, Unit Testing, Unix, React, Sass
- **Others:** 3D Math, Steamworks API, Photon Networking API, Microsoft Office, Photoshop, Blender, LaTeX