MICAH MATEO VARGAS

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AREAS OF EXPERTISE

- Video Game Development
- Software Engineering
- Game Design & Programming
- Procedural Generation & Animation

TECHNICAL SKILLS

- Scripting and programming languages: C#, Unity scripting, C++, Unreal Blueprints, HTML, CSS, Java, R, Clojure, Clojurescript, Racket, and Python
- Programming environments: Unity, Visual Studio, Unreal Engine, Visual Studio Code, and IntelliJ
- Other software: Github, PlasticSCM, Aseprite, Blender, ZBrush, Maya, Premiere, Photoshop, OBS, StreamLabs, Notion, and Microsoft/Google/Apple Office Suites

WORK EXPERIENCES

Game Development Intern   11/17/2024 - Present
Future Past Creatives

- Developed Unity game prototypes and collaborated with artists to deliver complete experiences.

Mobile Game Developer Intern   08/22/2024 - 12/12/2024
MassDigi DigiStudio   01/10/2024 - 05/10/2024

- Completed two internships with MassDigi coordinating with cross-disciplinary teams to continue development on two games published on IOS/Android stores.
- Designed and implemented new features with Unity/C# to enhance and refine gameplay.

Online Game Development and Computer Science Instructor   05/29/2024 - 08/17/2024
iD Tech

- Taught students ranging 7-19 in courses including Unity with C#, VR Game Design with Unity and Meta Quest, Java Coding for Applications & Game Development, and Computer Science with Java.

Educational Game Developer on WildeKey   09/01/2020 - 06/05/2021
Sandy Spring Friends School

- Developed an educational game in Unity to teach touch typing to elementary school students, using a gamified user experience for a innovative and modernized tool for a typically dry subject.

PROJECTS

Procedural Programmer
- Created a custom implementation of a procedural maze generation algorithm for solvable labyrinths.
- Scripted a procedural mesh using the marching squares for the effect of digging ant farm tunnels.

Game Engine Programmer
- Developed a 2D ASCII game engine using C++ and then created a shark game within it.
- Implemented features such as sprites, animation, input, world management, physics, etc.

EDUCATION

Worcester Polytechnic Institute
BS - Double Major: Computer Science and Interactive Media & Game Development Technology, Class of 2025