

Miguel Pascua

Vacaville, CA

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Online Portfolio: <http://www.jmpascua.com>

Versatile and goal-oriented developer. Excels in group environments and enjoys collaborative effort. Experienced in programming game-play elements and project assembly. Expedient learner and quick to research multiple solution possibilities.

Work Experience

Prepared Foods Associate

Sam's Club - Vacaville, CA
April 2017 to July 2018

Prepared food, handled inventory, and delivered excellent customer service in a fast-paced environment.

Event Specialist

Crossmark - Vacaville, CA
January 2016 to April 2017

Performed events for various products generating brand awareness and product sales through sampling and promotions.

Game Developer

Self-Employed - San Francisco, CA
April 2016 to July 2016

Personal game project, providing all the game programming and visual artistic assets to display a diverse array of expertise.

AI Programmer

Bad Mojo Games - San Francisco, CA
October 2015 to July 2016

Programmed and integrated gameplay elements and tools for game artists and designers to utilize for the project.

Lead Game Programmer

Self-Employed - San Francisco, CA
August 2015 to September 2015

Oversaw and led other programmers, administering tasks and helping others complete and fully integrate the project.

Education

Bachelor of Science in Visual and Game Programming

The Art Institute of California - San Francisco, CA
June 2013 to December 2016

Skills

Program Competencies

- Unity
- Game Maker Studio
- Visual Studio
- Autodesk Maya
- Photoshop
- Autodesk SketchBook
- Microsoft Office Suite
- MonoDevelop

Programming Languages

- Python
- C#
- C++
- HTML5

References available upon request.