MICAH M. VARGAS

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AREAS OF EXPERTISE

- Video Game Development
- Software Engineering
- Mobile Application Development
- Game Design & Programming
- Procedural Generation
- Pixel Art and Animation

TECHNICAL SKILLS

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

WORK EXPERIENCES

Mobile Game Developer on Rodent Rampage   01/10/2023 - Present
MassDigi DigiStudio

- Coordinated with a cross-disciplinary team to continue development on a 2D endless runner mobile game published on IOS/Android stores.
- Designed and implemented new features with Unity/C# to enhance and refine gameplay.

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.
- Wrote all code, drew/animated all pixel art, and refined with feedback from target audience playtests.

PROJECTS

Procedural Programmer

- Created a custom implementation of a procedural maze generation algorithm, creating labyrinths for players to solve.
- Scripted the marching squares algorithm to create a procedural mesh, which created 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