

MIGUEL TORRES

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PROFESSIONAL SUMMARY

Enthusiastic game programmer and technical artist with over 2 years of experience in game development. Able to develop new features and cut costs by designing reusable implementations of code/effects. Skilled in continuous improvement, Agile, and communication between multiple departments.

SKILLS

- C++
- C#
- Python
- CG
- HLSL
- Unity
- Unreal Engine
- Autodesk Maya
- MotionBuilder
- Photoshop

EDUCATION

The Art Institute Of California -
San Diego

San Diego, California • 2019

Visual And Game Programming

WORK HISTORY

Appatheia - Support Programmer/Technical Artist

San Diego, California • 01/2018 - Current

- Feature development including daily rewards, interactive tutorials, and game modes.
- Extended and maintaining current systems as needed.
- UI design and implementation.
- Develop asset pipelines and communicate with artists on asset creation guidelines.
- Handled misc in engine tasks such as setting up particles, animations, and audio mixers.

Extrokold Games - Programming Intern

Lemon Grove, California • 07/2018 - 10/2018

- Researched Agile strategies and software development best practices.

Husky Tiger Studio - Gameplay Programmer

San Diego, California • 04/2017 - 07/2017

- Infinite Runner game created for Antarctic Press' 2017 San Diego Comic Con booth.
- Extended Infinite runner engine in Unity.
- Designed art asset exporting guidelines.

The Art Institute of California - Programming and Art Tutor

San Diego, California • 04/2017 - 06/2018

- Assist students during classes as a teacher's assistant.
- Provide one on one tutoring outside of class for subjects including: C++ programming, data structures and design patterns, 3d modeling, and rigging.

PROJECTS

Escape Medusa's Lair - Programmer

02/2019 - Present

- Multiplayer Stealth game in Unreal Engine using a mix of C++ and Blueprints
- Set up gameplay and game logic while keeping network replication in mind
- Create materials, retarget animations.

Prisoner of War - Programmer

02/2019

- Game done for the Winter 2019 Unreal Engine Jam
- Created Materials and set up Post Processing Effects

Prevail Gameplay - Programmer/Technical Director

04/2018 - 12/2018

- Created asset guidelines for artists including naming conventions, asset pipelines, mesh hierarchies, etc.
- Misc art tasks like rigging, and animating.
- Built using Unity's 3D game kit
- Created all shaders using Unity's shadergraph.

Shader Demo with Dave - Technical Artist

06/2018

- Demo made to learn shaders/cg in Unity.
- Created all shaders using cg/HLSL.

Proto - Gameplay Programmer

10/2017 - 03/2018

- Project created for the Fall 2017 Game Prototyping class at The Art Institute of California
- Created and iterated on a crafting/inventory system, basic character movement, platforming mechanics.

Glubluv - Gameplay Programmer

12/2016

- Puzzle game created in three weeks as a personal project in between school terms.
- Features include Character controller, mobile controls, grid based movement.
- Published to Google Play Store.