

Miguel Casillas

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TIMISOARA Jud. Timis, ROMANIA

<http://www.miguelcasillas.com>

EDUCATION

Full Sail University

Bachelor of Science Game Development

GPA: 3.79 (Valedictorian) GPS: 101 Attendance: 100%

Winter Park, Florida

2008 – 2010

JOB EXPERIENCE

Mobile and Computer Game Programmer

Beast Studios SRL (Timisoara, Romania)

November 2010 – Present

- Proficient with programming, feature implementation, bug fixing, etc.
- Worked in teams with designers, artists and other programmers.
- Worked in a variety of languages, including C++, Objective C and LUA.
- Effective in adapting to a team of Romanians, being the only foreigner in the company.
- Worked in different platforms, including iPad, iPhone, PC and Xbox 360.

Skills

C/C++

C#/XNA

LUA

Java

DirectX

OpenGL

X86 Assembly

ARM7

Python

Linear Algebra

Physics

Calculus

3D Collisions

Native level Spanish

and **English** speaker

Intermediate level

Romanian/Moldavian

speaker

Basic level French, and

German speaker

GAME PROJECTS

Princess Isabella – A witch's curse (iPad)

- Hidden Object Puzzle Adventure Game for Gogii Games and Big Fish Games.
- First professional project for the Game Industry.
- Worked on gameplay programming, bug fixing, and adding different types of features. Some of these included gameplay features or features for outside the game, like creating a separate version of the game (freemium) with an in-game store for upgrading the app, implementing the libraries for Big Fish Games, etc.
- Made in Objective C using an in-house engine from Beast Studios.

Software

Visual C++/C#

Eclipse

XCode

Alienbrain Source-

Control

Tortoise SVN

RenderMonkey

VTune

MS Office

Cosmic Mischief – Third Person Shooter

- Third person shooter game made by 8 programmers and 3 artists in 3 and 1/2 months.
- Physics programmer: implemented 3D collisions using moving spheres and rays against a collision mesh, partitioned this mesh with a spherical BVH, and implemented the rest of the game physics and spherical geometry functions using Vectors, Matrices and Quaternions. Also created many gameplay mechanics based on the Game Design Document.
- Made in C++ using DirectX and Wwise sound API.

Hobbies

Making Music, visiting museums, learning languages

3D Pac-man

- Solo Project done as an AI research. Emulated the pac-man AI and added an A* path finding algorithm for the ghosts.
- Multi-threaded project made in C++ using the OpenGL Utility Toolkit (GLUT).

Nothing Is Sacred – 2D platformer

- 2D platformer done by 3 programmers in one month and a half.
- Performed the roles of Lead Programmer and Gameplay programmer by creating the game engine and implementing gameplay and physics. Made in C++ using DirectX.

To learn more about these projects, visit <http://www.miguelcasillas.com/portfolio.html>

HONORS

Member of Mensa International, the High IQ Society.

Member of the International High IQ Society.

Full Sail Valedictorian Award (highest GPA in the class)

Full Sail Perfect Attendance Award

Full Sail Course Director Award for Programming I

Full Sail Course Director Award for Windows Programming II