

Miguel Casillas

<http://www.miguelcasillas.com>

miguel@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

Programmer/Lead Developer/Designer

2DNutz

June 2014 - present

- Sole programmer for the Viva Sancho Villa game. Done in C# with Unity. Programmed everything, from gameplay mechanics, to physics, to Artificial Intelligence, to User Interface and more. Also worked as a designer, creating multiple game mechanics and boss fights.
- Lead Developer in a team of artists and animators.

Programmer

Larva Studios

December 2012 - April 2014

- Worked in the Night Vigilante game and on two more unreleased projects, one in UDK and one using Unity
- Worked in different mechanics and learned to use various Unity tools as NGUI, soomla, etc.

Tools and Engine Programmer

Alawar Stargaze (Barnaul, Russia)

January 2012 – July 2012

- Created a Font Builder in QT to replace the old Font Builder. Uses a Photoshop file to build an Atlas with different customizable settings
- Worked in two separate PC game projects (Snark Busters: High Society and Twisted Lands: Origin). Programmed 6 mini-games for the first one and scripted 4 scenes for the second one. Worked with artists, designers and testers.
- Worked in different parts of the HOPA engine, which is used for making Hidden Object Puzzle Adventure Games. This engine is sent to different companies who want to make games and publish them through Alawar.

Mobile and Computer Game Programmer

Beast Studios SRL (Timisoara, Romania)

November 2010 – November 2011

- 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** and **Russian** speaker

Basic level **French**, and **German** speaker

Software

Visual C++/C#

Eclipse

XCode

Alienbrain Source-Control

Tortoise SVN

Unity

VTune

MS Office

QT

GitHub

Hobbies

Making Music, visiting museums, learning languages

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

GAME PROJECTS

Viva Sancho Villa (iOS/Android)

- Fifth game as a programmer, first game as designer.
- Sole programmer for the game. Done in C# using Unity, programmer everything from gameplay mechanics to physics to AI to UI, etc
- Led a team of artists and animators that had no experience working in games.
- Designed all the 6 boss fights in the game and numerous gameplay mechanics.

Night Vigilante (iOS/Android)

- Game done in C#, using Unity. Implemented numerous features and worked on bug fixing.

Twisted Lands: Origin (PC)

- Second game project in Alawar Stargaze, third project for the Game Industry.
- Scripted 4 game scenes, using the Stargaze Quest Editor and other internal tools.
- Scripted all the actions in those scenes and their respective mini-scenes by working closely with designers and other programmers and scripters.

Snark Busters: High Society (PC)

- Hidden Object Puzzle Adventure Game for Alawar Entertainment and Big Fish Games.
- Programmed 6 mini-games in C++, using the Stargaze Framework.
- Worked closely with designers, artists and internal testers.

Princess Isabella – A witch’s curse (iPad)

- Hidden Object Puzzle Adventure Game for Gogii Games and Big Fish Games.
- 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.

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.

To learn more about these and other 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