

Mario Egocheaga

AI ENGINEER/GAME DESIGNER/PROGRAMMER



CAREER OBJECTIVE

An experienced AI developer with 4+ years of Unity and C++ Unreal development.

Projects

Jones

Steam/Itch.io

- Programmed procedural generation for all environments depending on players route
- Developed narrative mechanics and story cutscenes
- Composed original soundtrack for project
- Utilized FMOD for the visual/audio experience

Nyctophobia

Itch.io

- Designed sophisticated level design and game optimization
- Developed and designed entirely for VR
- Sound designed

Dance Dance Domination

Itch.io

- Designed systems utilizing the DDR pad and hand held controller in real time
- Designed randomizing Dance Dance note generation
- Composed original sound track for the game

Experience

Jacob Riis Settlement, Queens Bridge — Front Desk — July - August 2017
Receptionist for a subdivision that works with immigration status and forms. Filed and organized paperwork around the office area.

Mike's Lumber & Hardware, Upper West Side — Cashier — June - August 2019
Cashier at a hardware store over the summer.

Admaston, Upper West Side — Porter/Doorman — May 2020 - August 2020
Summer job as a Porter and a Doorman for an apartment building.

EDUCATION

Bachelor Of Arts (B.A.) In Game Design And Development
MAY 2023 | Quinnipiac University, Hamden, Connecticut

• Relevant Coursework

- Adv Topics Game Development
- VR/AR Development for Games

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<https://www.marioegocheaga.dev/>

LANGUAGES

English

Spanish

C, C++, C#

Java

SKILLS

- 3+ Years Fluency in C, C++, C#
- Critical Thinking and Complex Problem-Solving
- 4 + Years in Unity 3D
- 1 + Years in Unreal Engine
- 6 + Years Live and Recording Music Production Experience
- Strong communication and ability to work in large teams
- Musical Theory and Practice

AWARDS

Quinnipiac GDD Showcase 2023
Winner - People's Choice
"Dance Dance Domination"

Quinnipiac GDD Showcase 2022
Winner - Best Audio Design
"Jones"

Quinnipiac GDD Showcase 2022
Winner - Best Visual Design
"The Grey"

- Digital Music Composition/ Game
- Game Lab I - VI: Team Projects