

Miguel Angel Pacheco Vázquez

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Summary

A passionate and driven C# and Unity developer. Committed to creating games that blend the culture of people with technology. I am congenial, team-oriented, and always ready to learn something new. My objective is to be part of a business in which I can use my skills and knowledge learned in college or my work experience to develop personal and professional skills.

Education

2018 | Interamericana University of Puerto Rico, San German Campus

- Bachelor's Degree in Computer Science

Skills

- Unity, Blender, Augmented Reality, XR, Timeline & Cinemachine.
- Programming languages: C#, JavaScript, Swift, VB
- Markup language: HTML - Style Sheet: CSS
- Bilingual, main language is Spanish, read and write English.

Work Experience

Uniroyal Engineering Products

September 2024 - Currently working | Stoughton, Wisconsin

- Coater

GAMEDEVHQ

December 2022 - Present | Apprenticeship | Remote

- Develop and shipped 2D, 2.5D and 3D titles using Unity and C#.
- Programmed core systems and gameplay mechanics.
- Implemented game features and systems in Unity/C#.

Stoughton Trailers

April 2022 - October 2022 | Evansville, Wisconsin

- Axle Install
- Drilling
- Plumbing

Portfolio

<https://miguel95angel.wixsite.com/publishedgames>