

Michael Ingargiola

Game
Developer

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About

I bring my hard work and determination to a team of developers that enjoy what they are doing. My past leadership opportunities have taught me how to work in an AGILE and Waterfall environment. I am eager to learn from co-developers and I will do whatever it takes to learn what I need to learn in order to successfully contribute to the team!

Education

2015-2018
Columbia College Chicago
B.A. in Game Design

Skills

C#, C++, Blueprints, CSS, HTML
Unity, Unreal, Adobe CC, SVN, Git, Plastic
Microsoft Office, Trello, Hansoft
AGILE/Scrum, Waterfall
Google Admin Console

Project Credits

SLOAN Cleaner
321 Next Reality
January 2019-February 2019

Brought in on the finals stretch to ensure the successful launch of VR game intended for spectators at SLOAN Park in Arizona. Developed in C# in Unity. Played on MXR Headsets.

Work Experience

Contract VR/AR Programmer
321 Next Reality
January 2019- Present

20-hours/week contract for 2-3 current client-based projects both in Virtual Reality and Augmented Reality. In-office and remotely developing in an AGILE/Scrum environment.

Tech Admin/Computer Teacher/Art Teacher
Archdiocese of Chicago: St. Robert Bellarmine School
September 2018- Present

Long-term substitute position turned into full-time teaching: PreK3-8th Computers, K-8th Art and acting as Google Super Admin while also being onsite tech support.

Lab Assistant/Tutor
Columbia College Chicago
July 2017-May 2018

Troubleshooting tech problems in the lab and classrooms. Tutoring students in areas of programming, game design and scripting.

Attendant
Chicago Park District
November 2013-December 2018

Maintain the cleanliness and neatness of park grounds and the club rooms, offices, gym and bathrooms inside the park house.

Untitled VR Project
321 Next Reality
February 2019-Current

Current client project intended as a VR application for sales purposes. Developed in C# in Unity. VIVE/MXR Headsets.

Untitled AR Project
321 Next Reality
January 2019-Current

Current client project intended as an AR application for end-user product engagement. Target build: Android ARCore & iOS ARkit.