

# MICHAEL INGARGIOLA

Game Developer

Chicago, IL

(773) 431-0954

michaelingargiola@gmail.com

## SKILLS —

- Unity 3D & Unreal Engine
- Adobe Creative Cloud
- Project Workflow Management
- Post-Launch Support
- Active Listening
- Critical Thinking
- Data Driven
- Analytical
- Self-Starter

## EDUCATION —

**Columbia College Chicago**  
B.A. Game Development  
2018

## WORK HISTORY

**Software Developer & E-Commerce Manager** *Aug 2020 to Present*  
Gator Chef Restaurant Equipment & Kitchen Supplies

**Game Developer & Producer** *May 2018 to Present*  
Self-Employed/Contract

**Course Development** *March 2020 to May 2020*  
Columbia College Chicago

**Teacher & Tutor** *July 2017 to Nov 2019*  
Columbia College Chicago (Tutor/T.A.)  
St. Robert Bellarmine Catholic School (Computers & Art Teacher)

## EXPERIENCE

- 321 NextReality, Panda Wave Studios and various startup studios making 2D, 3D & VR/AR games and applications.
- Communicated with art, production and programming to design innovative visualization and gameplay.
- Developed scripts and tools in Unity 3D & Unreal Engine.
- Followed specifications & technical limitations for VR/AR productions.
- Designed intuitive user interfaces to improve user experience.
- Collaborated on web migration project from initial design to production release leading to additional responsibilities of maintaining new e-commerce website for 2,000+ products.
- Informed Sales/Marketing strategies based on analyzing insight reports from Google, Shopify and Facebook Meta Business.
- Planned/Designed course material, and supported implementation of technology-based learning programs into standard curriculum for: *Applications of Immersive Media; Game Design for Adult Learners.*
- Led interesting and diverse group activities to engage students from ages 3 to 14 y/o in Computer Science & Art course material.
- Moderated Extra-Curriculars: Computers/Robotics, Games Club, and Dungeons & Dragons Club.

## REFERENCES

**Jacob Kryca** (*Environment Artist – Riot Games*), jacobkryca@gmail.com