

# Michael Ingargiola

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michaelingargiola.com

## Work Experience

### Social Media Manager/Software Developer

*Gator Chef Restaurant Equipment & Supply* (August 2020- Present)

- Effectively execute/collaborate on multiple projects simultaneously.
- Work directly with Owners, CFO, VP of Sales/Operations & Business Manager on Business Goals.
- Establishing Marketing Strategy for B2B and B2C to better improve Customer Journey.
- Graphic Design for print/digital advertising; Prototyping/developing proprietary app for customer experience.
- Migrating E-Commerce Site to new platform, Managing freelance copywriters.
- Coordinating transition for small business staff/systems to new location.
- Self-educating on commercial restaurant equipment/foodservice industry.

### Lead Producer/Level Designer

*Panda Wave Studios* (May 2020- August 2020)

- Aided in hiring Art Team, establishing pipeline & tasked with managing project scope.
- Met 1:1 with any team member to discuss feedback, software/hardware issues, etc.
- Developed levels/player mechanics for level interaction to enhance the player's experience within an established code base in Unreal Engine 4; Jumped in where needed to hit sprint goals.

### Contract VR/AR Programmer

*321 Next Reality* (January 2019- September 2019)

- 20-hours/week contract for production and development on 2-3 client-based projects both in Virtual Reality and Augmented Reality. Local Corporations in various industries (sports, beverage, manufacturing).
- In-office and remote development in an AGILE/Scrum environment.
- Balanced team budget based on client needs, development cycle and studio costs.
- Main liaison between studio and clients.

### Tech Admin/Computer Teacher/Art Teacher

*St. Robert Bellarmine School* (September 2018- November 2019)

- Long-term substitute position turned into full-time teacher: PreK3-8<sup>th</sup> Computers, K-8<sup>th</sup> Art.
- Acted as Google Super Admin while also being onsite tech support for Windows, macOS, iOS, Android, Chrome OS and various other technology in the school. Revised Computer Science & Arts Curriculum.
- Created/moderated after school programs: Robotics/Computer, D&D and Games Clubs.

## Skills

C#, Blueprints, Unity, Unreal, AGILE/Scrum,  
SVN, Git, PlasticSCM, Trello, Jira, Slack,  
Adobe CC, Office365, Azure DevOps, Google  
Admin Console, Facebook/Meta Business Suite,  
GMB, Twitter, LinkedIn, MailChimp, Eventbrite

## Education

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

## Prior Work

Chicago Park Dist. (2011-19)  
Smith-Corcoran (2011-15)  
Lab Assist./Tutor (2017-18)  
Columbia College Chicago  
Curriculum Writer (2020)

## Project Credits

### Project Manticore

*Panda Wave Studios*  
2020

Fantasy RPG VR Kickstarter project launched Summer 2020 developed in UE4 for VIVE, Oculus, MXR Headsets.

### Sales VR App

*321 Next Reality*  
2019

Client Propriety VR App for sales purposes. Developed in C# in Unity for VIVE/MXR Headsets.

### SLOAN Cleaner

*321 Next Reality*  
2019

VR game for Chicago Cubs games at SLOAN Park in Arizona. Developed in C# in Unity for MXR Headsets