MARCUS
REYES
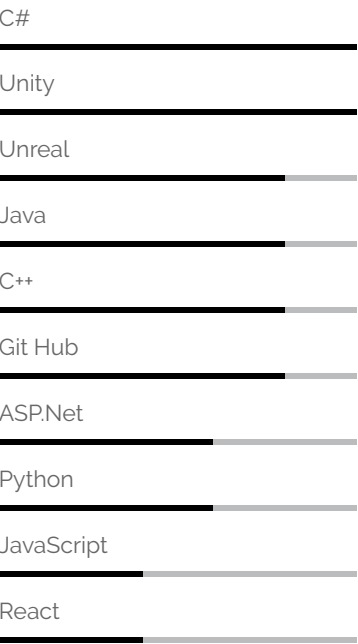
SOFTWARE AND GAME DEVELOPER

350S 600E, Salt Lake City, Utah, SALT LAKE CITY, 84109, Utah

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marcus.reyes671@gmail.com

SKILLS

C#

Unity

Unreal

Java

C++

Git Hub

ASP.Net

Python

JavaScript

React

HOBBIES

I play a lot of competitive games and love playing basketball

ABOUT ME

- I love developing, whether it's a web application or making a game on unity, I enjoy the process of developing software. Most of my skills are in game development because I always had an interest in games since I was young and wanted to make them myself.

EDUCATION

- **BACHELOR OF TECHNOLOGY | 2025**

  NEUMONT COLLEGE OF COMPUTER SCIENCE, SALT LAKE CITY
  Neumont focues on making sure students are prepeared for indstury expericence. Having students go through an accelerated course making them graduated in 3 years insted of the 4 years of most colleges

INTERNSHIPS

- **INTERN AT SOURCE FOR TRAINING | JAN 2025 - MAR 2025**

  SOURCE FOR TRAINING
  - They are a company that helps schools better their admission process to make it easier and more accessible for students to enroll at their school.
  - I have been tasked with two other members of Neumont to make them an Al chat bot that will assist students in the enrollment process.

- **INTERN | MAR 2025 - PRESENT**

  DRAGONFIAR, SWANSEA
  - DragonfiAR is a fresh startup building the latest cloud connected apps and games with a focus on cutting edge Virtual and Augmented Reality.
  - I worked with a team on delvepment of there new VR game, combineing a VR world and a 2D aracde like game.

- **STUDENT | SEP 2024 - DEC 2024**

  CAPSTONE
  - Neumont makes students spend one quater working on there capstone project to show off there skills.
  - My capstone project was making a third person action avanture game. My capstone push my as a game devolper. Even those my capstone didn't turn out how I invision it, I'm still proud of how it turned out.