

# Tomás San Miguel

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## Education:

**Carnegie Mellon University** - Pittsburgh, PA

- Bachelor of Computer Science - May 2019
- Minor in Game Design – May 2019
- Minor in Social and Political History – May 2019
- GPA: 3.4

**The Pingry School** - Basking Ridge, NJ

- High School Diploma – June 2015
- Cum Laude Society – June 2015
- Computer Science Award - June 2015

## Experience:

**Vicarious Visions** – Albany, NY – Summer 2018

- Worked as an engineering intern on a game which will release in 2019
- Developed real features for a commercial game including numerous gameplay and UI elements, as well as tools for internal use.
- Worked collaboratively with engineers, artists, and designers on a larger project.

**National High School Game Academy** – Pittsburgh, PA - Summer 2017, 2014

- Served as a programming TA for the academy. Taught general programming skills, Unity, and platform integration. Helped complete many student projects.
- Attended the academy in 2014. Learned countless game development and teamwork skills. Led a team of six on a successful tower defense project.

**Dashbid Inc.** - New York, NY - Summer 2016

- Developed valuable web tools for internal use
- Performed important data compilation and analysis regarding company performance and learned about the wild-west world of digital advertising

**Pingry Hi-Tech Camp** - Basking Ridge, NJ - Summer 2015

- Taught Computer Science to children aged 9 – 15
- Instructed groups of students in software including Python, GameMaker, GameSalad, App Inventor, Alice, and Unity

## Skills:

**Programming** – C/C++, Java, Python, C#, Unity/Unreal, Web Development

**Language** – Spanish Fluency

## Projects:

View my projects here: <https://tomassanmiguel.github.io/aboutme/>

## Activities:

**President** - Game Creation Society – Present

**Treasurer** - Magic @ CMU - Present

**Skiing** - Whenever there's snow!

**References Available Upon Request**