

Marco Ogaz-Vega

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BIO

I am a highly motivated and results oriented graduate from UC Santa Cruz College of Engineering with a Bachelors in Computer Science and specialty in Game Design. I have progressive experience in coding and game development. Seeking to leverage a strong foundation in C++, C#, Python, Java, HTML, TypeScript, and JavaScript, along with a proven ability to rapidly learn new languages and technologies.

EXPERIENCE

Proprietary Unarmed Officer

Abbott SPI

January 2026 - May 2026, Santa Cruz, CA

- Secured the premises of private business and aiding in customer interactions. Developed team communication and provided helpful updates to coworkers.
- Assisted patrons with locating merchandise and provided knowledgeable product recommendations to enhance customer satisfaction.

Code Coach

The Coder School

August 2025 - May 2026, Los Gatos, Ca

- Mentored and Coached students aged 6 and up in coding exercises, game development practice, and logistical problems.
- Developed and implemented a novel curriculum for teaching object-oriented programming concepts to young learners, resulting in a 15% increase in student project completion rates.

PROJECTS

The War Machine

store.steampowered.com/app/4462950/The_War_Machine/ • December 2025 - June 2026

- A single player 1st person rogue-like inspired by wave focused games like Call of Duty: Zombies.
- Developed using C and an OpenGL framework to implement procedural generation, combat systems, and player progression mechanics for re-playable sessions.
- The game will be available in mid 2026 for free on Steam.

Million Card Game

store.steampowered.com/app/4082300/Million_Card_Game/ • May 2024 - November 2025

- Million Card Game is a card game inspired by my partner and a card game her and her family showed me.
- The game is completely developed by me and art assets are done by her.
- Developed using Javascript and the Phaser Game Engine to implement core mechanics, UI, and gameplay loops for a multi-player experience.
- The game is available on Steam now for free with an average of hundreds of concurrent players daily!

EDUCATION

Bachelor of Science in Computer Science: Game Design

University of California, Santa Cruz • Santa Cruz, CA • 2025 • 3.89

- Developed an endless runner game under a 2-week deadline, achieving 5th place among 120 peers and demonstrating rapid prototyping and game design skills.
- Led Galactic Coffee Shop game development, securing 7th place out of 60 for design quality and effective team collaboration, enhancing play-testing efficiency.

Associates Degree in Computer Science

Saddleback Community College • Mission Viejo, CA • 2023 • 3.9

SKILLS

Programming Languages: C, C#, C++, CSS, HTML, JavaScript, TypeScript, Python, Java

management, Quality assurance, Sound Design, Systems Design, Teamwork, Time management, User experience (UX) design, Web development, Consistency, Customer service, Teaching, Problem Solving
