

Miguel Angel Pacheco Vázquez

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Summary

A passionate and driven C# and Unity developer. Committed to creating games that blend the culture of people with technology. I am a team-player, adaptable and always ready to learn new features.

Education

2018 | Interamericana University of Puerto Rico, San German Campus

- Bachelor's Degree in Computer Science

Skills

- Unity, Blender, Augmented Reality, VR, XR, Timeline & Cinemachine, Unreal Engine.
- OOP, Programming languages: C#, C++, JavaScript, Swift, VB.
- Markup language: HTML - Style Sheet: CSS.
- Bilingual, native language is Spanish, read and write English.

Work Experience

GAMEDEVHQ

December 2022 - Present | Apprenticeship | Remote

- Currently learning Unreal Engine 5.7
- Designed 2D, 2.5D and 3D titles using Unity and C#.
- Implemented game features and systems in Unity/C#.
- Designed XR and AR experiences.

Published Side Projects

August 2024 - March 2025

- **Bottles Quiz** is a puzzle game created by me, currently in the App Store (More details in my portfolio).
- Implemented animations, sounds, particles and UI.

Portfolio

<https://www.miguelgamingportfolio.com/>