

# Michael Monzon

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## Summary

Hard working programmer with a love for the software and technology industry. Learns new concepts and languages fast. Educational focus in desktop application software and operating system compatibility. Independent research into server management and game development.

## Primary Programming knowledge and skills:

- C++
- C#
- Java
- Visual Basic

- X/HTML & CSS
- XML
- MySQL
- JavaScript

## Operating System & Environment programming experience:

- Windows XP
- Windows 8

- Windows 7
- Unix/Linux

## Other general experience:

- Microsoft Word
- Microsoft Excel
- Microsoft PowerPoint
- Microsoft Visual Studio

- Unity Game Engine 4.0/5.0
- XNA Development Library 4.0 & Monogame
- Lua
- Eclipse

## Work Experience

ModSquad - *Quality Assurance & Game Testing*  
February 2016 – March 2016

U-Haul Corporate Center - *Digital Home Center Sales & Reservations Associate*  
March 2014 - June 2014

## Education

Ramapo College of NJ, 2009-2012

Computer Science Major

Computers & Technology Club Member

ACM (Association for Computing Machinery) Member 2008-2012

Coursework in Object Oriented Programming, MySQL, C++, C#, Compilers, Java

Focus in Software Development and Game Programming

## Independent Projects & Experience

- MySQL Database Set-up, management and access
- Multiplayer Game server setup (UDP) & Chat server setup (TCP)
- Unity game WIP "Gladiators"
- Senior Project "Champions of Darkness" Game (C#, XNA)