

GREG TAMARGO

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PROJECTS

WIIBUDDY

Lead Engineer/Lead Designer (Team of 2)

2012 – Present

Plugin [currently for sale](#) on the Unity Asset Store that allows developers to connect various Nintendo Wii controllers to their projects.

- Developed using Obj-C (for Mac), C++ (Windows), C (Interop), and C# (Unity).
- Developed [API](#) of over 70 functions to be robust and intuitive.
- Developed editor interface for input visualization, simulation, and activation.
- Worked with abandoned open-source codebases and expanded upon them.
- Continues to provide the occasional technical support and develop further.

ULTRA

Lead Engineer/Designer (Team of 2)

2012

3rd person action experimental prototype intended to fully utilize Wii controls.

- Developed control scheme, showcasing previously unexplored concepts.
- Developed camera system and procedural animation for aiming controls.
- Developed native plugin to allow for Wii controls (laying groundwork for WiiBuddy).

JUMP JUMP BOOM

Lead Engineer/Designer (Team of 3)

2013

Action-puzzle game available on the [iOS App Store](#) and [Google Play](#).

- Developed using GameSalad, requiring me to use clever solutions for functionality.
 - Designed core concept, mechanics, levels, and menus.
 - Worked closely with artists to create desired effects and atmosphere.
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EXPERIENCE

BOOZ ALLEN HAMILTON – Consultant

2014 – Present

- Developing software for military clients using the Unity game engine.
- Worked on-site in the FBI Academy in Quantico to develop a crime scene-processing simulator involving many evidence collecting techniques.
- Developed a trivia game that communicates between Android and iOS phones without a server, using inter-app URLs and SMS messaging. This required separate native plugins for Android and iOS and a thorough understanding of each system's nuances.

FREELANCE – Engineer

2013

- For [Adrenaline Crew](#), was brought on board to revive development of a stalled mobile game (Race Stunt Fight 3) using Unity, as well as to develop an iPhone app, called Silent Beacon. This required quick adaptation to preexisting codebases.
 - For [Isomorphic Software](#), made a rapid prototype that used Wii controllers with motion-plus and multiple sensor bars to track 3D position in space rather than just acceleration and rotation.
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EDUCATION

George Mason University (2009-2012)

- BFA in Computer Game Design, minored in Computer Science, minored in Art & Visual Technology.
- Awarded a scholarship as winner of GMU's business and game pitching competition. (2010).
- Courses included game studio classes, data structures, software engineering, programming in Python, and 3D character creation and animation in both Maya and 3DS Max.

James Madison University (2007-2009)

- Studied towards a Interactive Media major with a minor in Computer Science.
- Other courses included the Science of Light & Sound and Physics with Calculus.