

## Greg Tamargo

A highly technical, highly creative problem solver with a passion for game design  
[www.gregmakesgames.com](http://www.gregmakesgames.com)

### EXPERIENCE

#### **HTC America**, Seattle WA (remote) — *Freelance Software Engineer*

January 2020 - March 2020

Designed and developed a Unity plugin still under NDA. This involved heavily modifying an open source C/C++ project and refactoring it into a Unity plugin. This was then integrated into a VR demo project. References available on request.

#### **Viewer Ready**, Austin TX — *Chief Technical Officer*

August 2016 - 2019

Designed the bulk of all codebases for VR/AR projects using Unity. Helped manage small teams. Created clever and elegant solutions for complex problems.

**CookieVision** - ([video](#)) A collection of AR experiences created for Tiff's Treats and embedded into their app for iOS and Android. This project included elaborate visual effects and continuous coordination with the client's other developers.

**Totally Baseball** - ([video](#)) A VR baseball game currently in development that allows the user to play full innings as both offense and defense. This project includes complex AI and sophisticated user interactions based on lots of iteration.

**VR Basketball** - ([video](#)) A VR experience developed for Bud Light and installed at Madison Square Garden. This project featured the best-feeling basketball shooting in VR and a multiplayer version for the [NBA All Star Weekend](#).

**Magic Leap Prototypes** - ([video](#)) A collection of "MR" experiences developed shortly after Magic Leap's initial release. This required us to quickly adapt to a new platform, including its evolving SDK and the limitations of its hardware.

#### **Booz Allen Hamilton**, Quantico VA, San Antonio TX — *Software Engineer*

Feb 2014 - August 2016

Worked within a large corporate structure to make great products amid changing requirements and pressing deadlines.

**Intellitrivia** - A trivia game played between intelligence officers on their smartphones without the use of any servers. To solve this limitation, I wrote plugins for Android and iOS to use the phones' SMS texting functionality.

**FBI Academy Crime Scene Simulator** - A training tool developed onsite in Quantico in coordination with subject matter experts. Design challenges included changing requirements and designing for non-gamer students.

### EDUCATION

#### **George Mason University**, Fairfax VA — *BFA in Computer Game Design, minor in Computer Science, minor in Art & Visual Technology*

August 2009 - December 2012

**WiiBuddy** - ([video](#)) A plugin developed (in both C++ and Obj-C) for the Unity Asset Store, allowing developers to connect a variety of Nintendo Wii controllers and peripherals to their projects through Windows or OSX Bluetooth.

**Ultra** - ([video](#)) My senior project, a Unity prototype using Wiimotes for input

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### SKILLS

C# (Unity3D), C++, Java (Android), Objective-C (iOS, OSX), VR/AR design, ICAgile Certified Professional

### ACCOMPLISHMENTS

Designed pants with better pockets for use while sitting. Manufactured and distributed through [Betabrand](#).

Participated in 11 consecutive Global Game Jams (2010-2020)

Magic Leap Prototype, "Nitro" demoed at SIGGRAPH 2019

2009 Taekwondo USA Nationals - Lightweight gold Medalist

2009 Taekwondo Toronto Open - Heavyweight gold medalist

2017 Pixelwood Derby - 6th place finalist.

Scholarship winner in GMU's 2010 Game Design and Business Pitch competition

### INTERESTS

Gaelic Sports (Gaelic Football, Hurling), Historical European Martial Arts (Longsword), Developing my own video games and peripherals

meant to showcase several ideas for control schemes I had been working on.

**Jump Jump Boom** - ([video](#)) An iOS game made in GameSalad that started as a class assignment. I continued development and released it with 25 levels.

**Oblivio** - ([video](#)) An iOS game about memorizing and retracing lines on the screen. This was developed entirely in my free time as I taught myself Obj-C.