

KIRK DANIEL G. CAPONPON

As a game developer and community manager, I aim to create strong-willed communities by uniting diverse talents for collaborative development. Given the intricate collaboration across multiple departments, I aim to lead teams in crafting enduring and impactful experiences, recognizing the unifying power of games.

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Education

University of Michigan-Dearborn

Dearborn, Michigan

Bachelor of Science in *Computer Information Science*

Concentration: *Game Design*

GPA: **3.80**

Sept. 2020 – Dec. 2024

Relevant Coursework

- Unity 2D & 3D Game Development
- Unreal Engine 3D Game Development
- Intro to C# & Xbox Game Development
- Experiential Honors Directed Design
- Software Engineering I & II
- Artificial Intelligence
- Information Visualization and Virtualization
- Computer Graphics

Projects

SailingVR | Virtual Reality Sailing Simulator | *Unreal Engine 5, Virtual Reality, Senior Design* Jan. 2024 - Present

- Utilizes virtual reality to simulate a sailing environment, similar to that of the Caribbeans, using Unreal Engine's OpenXR and water plug-in
- Collaborated with 2 teammates to develop a virtual sailboat, implementing full functionality and physics, using Unreal Engine's blueprint map system and OpenXR plugin
- Uses Agile Software Development to collaborate with client and teammates, serving as Scrum Leader to develop leadership skills

EndureVR | Virtual Reality Simulation Therapy | *Unity, Virtual Reality, 3D, Simulation, Solo Project* Sept. 2023

- Utilizes virtual reality to simulate environments that trigger specific phobias, fostering a platform for users to confront and overcome their deepest fears, this led to researching the psychological effects of phobias on people
- Dedicated time to acquiring proficiency in 3D map Unity design and orchestrating virtual reality events, using Unity's XR Interaction Toolkit
- Collaborated up with a game design professor and psychology peers to brainstorm and enhance immersive experiences

Brood Mother | Bullethell Tower Defense Game | *Unity, 2D, Developers of Dearborn Game* Jan. 2021

- Led a 15-member team as the Principal Game Designer, employing Agile Software Development
- Structured and guided a 15-member team into specialized sub-teams aligned with strengths, learning effective leadership
- Conducted weekly sessions to establish objectives, overseeing each sub-team to ensure effective communication and coordination while using Agile Software Development

Experience

AccelerateKID, Kids+Entrepreneurship+Tech April. 2024 – Present

Technology Education Impact Instructor

Novi, Michigan

- Design interactive technology education curriculum that would be for different age groups and skill levels ranging from elementary school students to high schoolers
- Technology Taught: UnityVR, Java, Python, 3D Printing, Minecraft Studio, Scratch, and Roblox Studio

Technical Skills

Languages: Python, Java, C++, C# HTML/CSS, Rust, JavaScript, SQL

Technologies/Frameworks: Unity, Unreal Engine 5, VS Code 2022, SteamVR, Blender, React, PyGames, Android Studio

Highlighted Skills: Project and Task Management, Strong Documentation, Technical Game Design, Virtual Reality Development, Game and Scripts Debugging, Collaboration

Leadership / Extracurricular / Awards

Developer of Dearborn

Winter 2020 – Present

Founder & Community Manager & Adviser & Member

University of Michigan-Dearborn

- Co-founded the Video Game Development Club at the University of Michigan-Dearborn, assuming the role of Community Manager. Orchestrated and executed six events throughout the semester to foster community engagement and promote the club's objectives

Senior Design Project Award

April 2024

CECS Department Award

University Michigan-Dearborn

- * Winner of the Senior Design Competition at the University of Michigan-Dearborn, where all senior design teams compete in front of professional engineer judges in a poster format