



KIRK DANIEL GOMEZ CAPONPON

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Education

University of Michigan-Dearborn

Bachelor of Science in *Computer Information Science*

Sept. 2020 – Dec. 2024

Dearborn, Michigan

Concentration: *Game Design*

Projects

Virtual Pet AR |AR Snapchat Experience| *Lens Studio, Snapchat, Producer*

Jan. 2025 - Present

- Designed and implemented an augmented reality system that simulates a virtual pet, allowing players to interact with and care for their pet through immersive AR experiences
- Developed engaging mini-games using Lens Studio, enhancing the virtual pet's interactivity and player engagement while optimizing performance for AR-based platforms
- Applied Agile Software Development methodologies, utilizing JIRA for task tracking and sprint planning while collaborating with clients and teammates; led Scrum meetings to ensure project milestones were met efficiently

SailingVR |Virtual Reality Sailing Simulator| *Unreal Engine 5, Virtual Reality, Producer*

Jan. 2024 - Dec. 2024

- Utilizes virtual reality to simulate a sailing environment, similar to that of the Caribbean, 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 using HTC Vive headsets
- Uses Agile Software Development to collaborate with clients and teammates, serving as Scrum Leader to develop leadership skills, while using JIRA

Brood Mother |Bullehell Tower Defense Game | *Unity, 2D, Producer*

Jan. 2021 - Sep. 2021

- Led a 15-member team as the Producer, 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

Snap Inc., Spectacles Student Accelerator

Jan. 2025 – Present

Producer & Technical Designer

Remote

- Selected as a Technical Designer for Snap Inc.'s Spectacles Student Accelerator, developing an immersive AR virtual pet experience using Snap Spectacles.
- Collaborating with Snap's AR/VR specialists to refine concepts, push accessibility and innovation, and apply advanced AR principles.
- Conducted weekly sessions to establish objectives, overseeing four other teammates to ensure effective communication and coordination while using Agile Software Development
- Conducted check-ins with a Project Manager at Snapchat to hit milestones and deadlines

AccelerateKID, Kids+Entrepreneurship+Tech

April. 2024 – May. 2025

Technology Education Impact Instructor

Novi, Michigan

- Design an interactive technology education curriculum that would be for different age groups and skill levels, ranging from elementary school students to high schoolers, teaching technology such as UnityVR, Java, Python, 3D printing, Minecraft Studio, Sratsh, and Roblox Studio

Filipino Americans in Tech

Oct. 2024 – Present

Co-founder & Game Development Representative

Remote/Ann Arbor, Michigan

- Serving as the Game Development Representative to support Filipinos in breaking into the game development industry.
- Serving as the Co-founder to help organize and facilitate virtual and in-person events to provide resources, mentorship, and networking opportunities with other organizations and gaming companies
- Networked and Collaborated with different organizations, game studios, and tech companies to hybrid events, fostering early career engagement in tech

Technical Skills & Coursework

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

Engines/Technologies/Frameworks: Unity, Unreal Engine 5, VS Code 2022, SteamVR, Blender, React, PyGames, Android Studio, Roblox Studio, UEFN, JIRA, Microsoft Azure Devops, Tableau, Figma, JIRA, Miro, Trello

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

Relevant Coursework: Unity 2D & Game Development, Unreal Engine 3D Game Development, Software Engineering I & II, Artificial Intelligence, Technical Writing, Algorithms & Database