

MARI MURAMOTO

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EDUCATION

Bachelor of Engineering in Computer Science, Minor in Game Development

Graduating May 2027

Chapman University, Orange, CA

Fowler School of Engineering

Relevant coursework: Object-Oriented Programming, Level Design, Unity Programming, Agile Development, Operating Systems, Data Structures & Algorithms, Data Communication

TECHNICAL SKILLS

Programming Languages: HTML, CSS, JavaScript, Python, Java, C#, Latex

Tools & Environments: Linux, Windows, UI/UX Design, Agile/Scrum Methods, API, Docker, Git, Visual Studio, Jira, Trello, Aseprite

ACADEMIC PROJECTS

Monkey Business- PantherHacks (Unity, C, Aseprite, Git Desktop)

February 2026 - Present

Led a team of 5 to build a 2D side-scroller survival game in a 48-hour hackathon.

- Designed and animated a full asset library including 6 monkey types, each with walk, hit, and death animations
- Architected Unity UI systems and implemented a wave-based enemy combat system with currency and stat progression mechanics
- Built a dynamic audio system using ScriptableObjects to manage background music and sound effects across multiple scenes

PokeTask (HTML, CSS, JavaScript)

July 2025 - Present

Built a Pokemon-themed productivity website with gamified task management (over 100 active users per day)

- Engineered a companion friendship system with 5 progression levels that rewards task completion with Pokemon collection mechanics
- Implemented client-side data persistence with error handling and CORS-compliant API integration for PokeAPI
- Designed a weekly task planner UI with responsive CSS and custom animations, deployed live on Neocities

Cat Cafe Simulator (Unity, C#)

December 2025

Developed a 2D simulation game where players befriend cats with distinct personality-driven using State Machines.

- Implemented a state machine managing cat mood transitions based on player actions
- Applied the Observer pattern to decouple UI updates from game logic, enabling real-time affection meter feedback via sprite swapping
- Integrated the Singleton pattern for a persistent AudioManager that handles scene-to-scene music crossfading

Harvest Hustle (Unity, C#)

December 2024

Coordinated a team to create a 2D farming game with resource gathering and town upgrade systems.

- Managed task distribution and sprint workflow, ensuring all members had deliverables throughout development
- Built item collection and economy systems allowing players to sell resources and invest in town upgrades
- Built an inventory system for item collection and storage, and implemented a dynamic audio system for in-game sound and music management

PROFESSIONAL EXPERIENCE

Brand Representative, Hollister, Honolulu, HI

June 2024 - August 2024

- Assisted customers with product selection and provided excellent customer service
- Maintained store appearance and organized merchandise displays
- Achieved sales targets and contributed to team sales goals

Crewmember, Jersey Mikes, Mililani, HI

June 2025 – August 2025

- Collaborated with team members to maintain service quality and meet rush-hour demand
- Handled customer transactions and resolved concerns to ensure a positive dining experience