Michael Sim

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Expected Graduation Date: June 2021 | University GPA: 3.47

Undergraduate student pursuing a Bachelor of Science Degree in Computer Game Design at UC Santa Cruz. My goal is to share and develop my skills in project management and visual media in a professional environment.

Work Experience

Media and Communications Assistant UC Santa Cruz Division of Student Success	2019-Present
Student Supervisor & Food Service Worker Perk Coffee Bar	2018-2019
Background Actor Devs FX (TV Series)	2018
Volunteer Experience	
Activities Coordinator Bayanihan at UC Santa Cruz (Filipino Student Association)	2019-Present
Freelance Videographer Classically Contempo, POPreKa, ACA Hip Hop, Stage 5, First Generation Initiative	2017-Present
A/V Media Associate Kollaboration SF	2018-2019
Administrative Officer Bayanihan at UC Santa Cruz (Filipino Student Association)	2018-2019
Volunteer & Usher Cinematografo International Film Festival	2018
Kasama Ballroom Dance Troupe Intern Bayanihan at UC Santa Cruz (Filipino Student Association)	2018

Volunteer Experience (Continued)

Background Actor 2017

Lumpia 2 (Movie)

Public Relations Officer 2015-2017

Lowell Fil-Am Club (High School Filipino-American Club)

Education

Studying as Bachelor of Science in Computer Game Design

2017-Present

University of California, Santa Cruz, CA

High School Diploma 2013-2017

Lowell High School, San Francisco, CA

Skillset

Project Management

Team Communication, Meeting Facilitation, Timelining, Budgeting, Event Planning & Promotion

Documentation

Google Docs, Google Sheets, Google Forms, Google Slides, Google Drive

Video Production

Adobe Premiere Pro, Adobe After Effects, Davinci Resolve, iMovie

Social Media Management

YouTube, Facebook, Instagram, Squarespace, Flickr, Mailchimp, LinkedIn

Visual Arts and Graphic Design

Adobe Photoshop, Adobe InDesign, Adobe Illustrator, Autodesk Maya