

Mikyle Mosquera

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EDUCATION

San Jose State University: B.S. Computer Science

2022 - Present

Activities: Game Development Club, Turtle Tech Art, Computer Graphics Club

Awards: Different Games Collective Scholar for GDC x2, President's Scholar, Dean's Scholar

SKILLS

Unreal Engine | C++ | Unity | C# | Python | Qt | Maya | Blender | Houdini | Rigging

EXPERIENCE

EGD Collective - Game Studio Program

Sept 2024 - Present

Lead Technical Artist & Producer (Charon's Corner & Project Dreamscape)

- Leads and mentors 15 tech artists and facilitates collaboration across 4 departments totaling over 100 people.
- Addresses production fires and develops the studio's pipeline from scratch, including art workflows, documentation, naming standards, and tools across Blender and Unity.

Tools Programmer (Striking Hell)

Sept 2023 - Sept 2024

- Developed a developer console and Unity Level Editor tool to speed up production for design and QA teams.

Blobs Games

Aug 2024 - Present

Co-Founder & Technical Artist

- Shipped 4 games developed in Unreal Engine 5 in teams ranging from 9 to 19.
- Develops procedural generation systems for nature, terrain, and buildings with Houdini, UE5 PCG, and blueprints.
- Optimizes mass environments using Unreal Insights, procedural LODs, and culling, increasing FPS by 25%.

Respawn Entertainment

May 2025 - Aug 2025

Tech Art Intern (Apex Legends)

- Developed an animation renderer tool in Maya to simplify the process of rendering out animations.
- Created prop rigs and skinned characters that will be released in future seasons of Apex Legends.
- Addressed feedback and pain points from animators and created workflow documentation.

WaxHeart Team

Dec 2023 - May 2025

Technical Artist / Unity Engineer

- Developed and integrated a procedural tool from Houdini into a Unity Editor tool for a game with 850+ wishlists on Steam.

STEMtales

June 2024 - Aug 2024

Game Developer Intern

- Designed and developed 3 prototypes intertwining narrative, educational concepts, and gameplay mechanics in Godot with the goal of making STEM education more accessible.
- Developed post process and foliage shaders to drive art direction and narrative.

PROJECTS

Guardian's Lament - Pipeline Technical Artist

Oct 2024 - Present

- Created a pipeline solution for a short film, which includes import/export tools, a dcc launcher, and other tools.

LEADERSHIP

SJSU Game Dev Club

May 2024 - Present

Event Coordinator -> President

- Planned and led 2 hybrid game jam totaling **90+ participants**, **30+ game submissions**, and **8 workshops**, helping break down barriers for first-time game developers.