

California State University San Bernardino
School of Computer Science and Engineering
CSE 575 Internship in Computer Science

Date

June 4th 2019

Time

2:00 – 2:30 pm

Location

JB 360

Title

Whim Indie Studios Game Developer

Student

Ryan Zagala

Advisor

Dr. Concepcion

Abstract

I have been interning at Whim Indie Studios located in San Bernardino, CA. My internship employers are Grover Wimberly, Paul Vela, and Matthew Estrada. Here at the studios, my position requires me to help build video games using my skills as a programmer. The game engine being used to develop the title I am working on is called Game Maker Studio 2 which comes with its own programming language called GML. The development tools used to help us keep work organized are Plastic SCM, Slack, and Hack N Plan. I learned how to use GML and Game Maker Studio 2 in general. This experience has broadened my knowledge as far as knowing how to use another tool to develop a game that isn't Unity while working with a professional team.