MICHAEL ANDERSON

AI Game Developer

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An enthusiastic AI Innovation Engineer with 5 years of experience in the gaming industry, I excel at employing artificial intelligence to create immersive gaming experiences. My background in computer science has equipped me with the technical skills necessary to develop AI systems that enhance gameplay, from NPC behavior modeling to procedural content generation.

WORK EXPERIENCE

AI Game Developer | Epic Games Studio   Jan 2022 – Present

- Developed AI algorithms for NPC behavior that enhanced gameplay realism by 30%.
- Collaborated with designers to create dynamic game environments using procedural generation techniques.
- Conducted playtesting to gather player feedback and refine AI features.
- Implemented machine learning models to analyze player behavior and adjust game difficulty in real-time.
- Utilized Unity and Unreal Engine for game development.
- Presented AI innovations at industry conferences, showcasing cutting-edge technology.

Junior Developer | Indie Game Studios   Jul 2019 – Dec 2021

- Assisted in the development of multiplayer game features, enhancing player interaction.
- Worked on AI-driven features that improved game replayability.
- Collaborated with artists to integrate visual assets into game design.
- Participated in code reviews and provided feedback to improve code quality.
- Utilized C# and Python for game scripting and development.
- Contributed to the game launch, achieving high player satisfaction ratings.

SKILLS

Artificial Intelligence   Game Development   Unity   Unreal Engine   Python   C#

EDUCATION

Bachelor's in Computer Science   2015 – 2019
University of Southern California

ACHIEVEMENTS

- Won 'Best Game Innovation' award at a national gaming competition.
- Increased player retention rates by 20% through AI-enhanced gaming features.
- Recognized for outstanding teamwork in a successful game launch.

LANGUAGES

English   Spanish   French