



MICHAEL ANDERSON

AI Product Scientist

Forward-thinking AI Product Scientist with over 4 years of experience in the gaming industry, specializing in AI-driven game design and player behavior analysis. My background in computer science and game development has provided me with the technical skills necessary to create immersive gaming experiences that adapt to player preferences. I am skilled in using AI algorithms to analyze player data and enhance game mechanics, ensuring a captivating user experience.

WORK EXPERIENCE

AI Product Scientist 2020-2023

Innovative Gaming Studios

- Developed AI systems for dynamic difficulty adjustment, enhancing player satisfaction by 30%.
- Collaborated with game designers to integrate AI features that personalize gaming experiences.
- Analyzed player behavior data to inform game design decisions and improve engagement.
- Conducted playtesting sessions to gather feedback on AI-driven features, iterating based on results.
- Utilized Python and Unity to develop and implement AI algorithms in games.
- Presented project outcomes to stakeholders, demonstrating the impact of AI on game performance.

Game Developer 2019-2020

NextGen Gaming Company

- Collaborated with cross-disciplinary teams to design and develop engaging gameplay mechanics.
- Utilized AI to enhance NPC behavior, creating a more immersive game world.
- Participated in agile development processes, ensuring timely feature delivery.
- Conducted user testing to evaluate gameplay mechanics and AI performance.
- Created documentation for AI systems to facilitate future development.
- Received positive feedback from players for innovative features and game design.

ACHIEVEMENTS

- Enhanced player retention rates by 25% through the successful implementation of AI-driven features.
- Recognized for outstanding contributions to game design at the Innovative Gaming Studios annual awards.
- Published articles on AI in gaming, gaining acknowledgment in the industry.

CONTACT

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EDUCATION

Bachelor of Science in Game Development

University of Utah
2016

SKILLS

- AI Development
- Game Design
- Python
- Unity
- Data Analysis
- Player Experience

LANGUAGES

- English
- Spanish
- French