MICHAEL ANDERSON

Game AI Developer

CONTACT

(555) 234-5678

michael.anderson@email.com

San Francisco, CA

EDUCATION

Bachelor of Science in Game Development

Game Design University
2016-2020

SKILLS

- Unity
- Unreal Engine
- AI Programming
- Game Design
- Machine Learning
- C#

LANGUAGES

- English
- Spanish
- French

Creative AI Software Engineer with a specialization in game development and interactive AI systems, bringing over 5 years of experience in creating engaging user experiences. My focus is on developing AI behaviors and mechanics that enhance gameplay and user immersion. Proficient in Unity, Unreal Engine, and various AI programming techniques, I have designed and implemented AI systems that adapt to player actions in real-time.

💼 WORK EXPERIENCE

Game AI Developer   2020-2023

Epic Game Studios

- Developed adaptive AI behaviors that increased player engagement by 30%.
- Collaborated with designers to create immersive game environments.
- Implemented machine learning techniques to enhance NPC decision-making.
- Conducted performance testing to optimize game mechanics.
- Presented game prototypes to stakeholders for feedback and iteration.
- Mentored junior developers on AI programming best practices.

Junior Game Developer   2019-2020

Creative Games Inc.

- Assisted in designing AI components for multiplayer games, improving interaction quality.
- Participated in code reviews and contributed to software documentation.
- Worked on integrating audio-visual elements to enhance gameplay experience.
- Developed prototypes for new game concepts and mechanics.
- Collaborated with artists to create visually appealing game assets.
- Received positive feedback for innovative ideas during team meetings.

⭐ ACHIEVEMENTS

- Contributed to a game that won 'Best Indie Game' award at a national festival.
- Successfully implemented an AI system that was featured in a major gaming publication.
- Recognized for outstanding collaboration and innovation within the development team.