

MICHAEL ANDERSON

AI Programmer

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I am a driven Artificial Intelligence Engineer with 3 years of experience in the gaming industry, focused on creating AI systems that enhance player experiences and game mechanics. My background in computer science enables me to design and implement machine learning algorithms that adapt to player behavior and improve game dynamics.

WORK EXPERIENCE

AI Programmer | Game Studio X

Jan 2022 – Present

- Developed AI algorithms for non-player characters, enhancing realism and player interaction.
- Collaborated with game designers to implement adaptive difficulty settings.
- Utilized machine learning techniques to analyze player feedback and improve game features.
- Conducted performance testing to ensure AI systems met quality standards.
- Presented findings to development teams, leading to improved game mechanics.
- Participated in brainstorming sessions to innovate new AI-driven game features.

Junior Game Developer | Interactive Entertainment Co.

Jul 2019 – Dec 2021

- Assisted in the development of AI-driven gameplay mechanics.
- Collaborated with artists and programmers to create engaging game environments.
- Utilized data analytics to track player behavior and inform design decisions.
- Participated in playtesting sessions to gather user feedback.
- Contributed to the optimization of game code for performance improvements.
- Engaged with the gaming community to gather insights and ideas for future projects.

SKILLS

Machine Learning

Game Design

Python

Data Analytics

AI Programming

Unity

EDUCATION

Bachelor of Science in Game Development

2015 – 2019

Full Sail University

ACHIEVEMENTS

- Increased user engagement by 20% through the implementation of AI-driven features.
- Received 'Best New Developer' award for contributions to a successful game launch.
- Contributed to a project that won 'Game of the Year' at an industry awards ceremony.

LANGUAGES

English

Spanish

French