



MICHAEL ANDERSON

AI Game Developer

As a passionate Artificial Intelligence Researcher with over 4 years of experience in the gaming industry, I specialize in creating AI systems that enhance player engagement and game dynamics. With a background in computer science and a love for interactive storytelling, my work involves developing algorithms that adapt gameplay based on player behavior and preferences.

WORK EXPERIENCE

AI Game Developer

2020-2023

Epic Games Studio

- Designed AI algorithms for NPC behavior, improving player engagement metrics by 30%.
- Collaborated with game designers to integrate AI features that enhance gameplay experience.
- Conducted playtests to gather feedback and iterate on AI functionalities.
- Optimized AI systems to reduce latency and improve real-time performance.
- Presented AI innovations at industry expos, gaining recognition in the gaming community.
- Utilized machine learning techniques to analyze player data and enhance game design.

Junior AI Developer

2019-2020

NextGen Games

- Assisted in developing AI systems for interactive storytelling in games.
- Worked with cross-functional teams to refine game AI mechanics.
- Analyzed player behavior data to inform AI development strategies.
- Participated in brainstorming sessions to innovate gameplay features.
- Contributed to the optimization of AI algorithms, enhancing performance by 20%.
- Engaged in continuous learning of AI trends in game development.

ACHIEVEMENTS

- Received the Game Design Award for innovative AI applications in gameplay.
- Contributed to a game that achieved over 1 million downloads within the first month of release.
- Secured a partnership with a leading gaming company for collaborative AI projects.

CONTACT

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EDUCATION

Bachelor's in Computer Science

University of California

Berkeley

SKILLS

- Artificial Intelligence
- Game Development
- Machine Learning
- C++
- Unity
- Python

LANGUAGES

- English
- Spanish
- French