MICHAEL
ANDERSON

Game Developer

- San Francisco, CA
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Creative Computer Software Engineer with over 8 years of experience in game development. Specializing in building engaging and immersive gaming experiences using Unity and Unreal Engine. Proven track record in collaborating with artists and designers to create visually stunning games. Strong understanding of game physics, AI, and interactive design principles. Passionate about leveraging technology to create captivating gaming experiences that entertain and educate users.

WORK EXPERIENCE

Game Developer | Game Studios LLC   Jan 2022 – Present

- Designed and developed multiple successful mobile games, achieving over 1 million downloads worldwide.
- Collaborated with cross-disciplinary teams to produce visually appealing and engaging gameplay.
- Utilized Unity and C# to create game mechanics and optimize performance for mobile platforms.
- Participated in playtesting sessions, gathering feedback to improve game design and user experience.
- Implemented AI-driven features that enhanced interactivity and player engagement.
- Presented project updates to stakeholders, ensuring alignment with project goals.

Junior Game Developer | Interactive Gaming Co.   Jul 2019 – Dec 2021

- Assisted in the development of games from concept to launch, contributing to design and programming.
- Worked with artists to create assets and animations for various game projects.
- Engaged in testing and debugging processes to ensure smooth gameplay.
- Learned and applied game development best practices and methodologies.
- Documented game development processes for future reference and training.
- Participated in game jams to enhance skills and foster creativity.

SKILLS

Unity   C#   Game Development   AI   Game Design   Mobile Gaming

EDUCATION

Bachelor of Science in Game Development   2015 – 2019
College of Digital Arts

ACHIEVEMENTS

- Developed a game that won 'Best Mobile Game' at an industry awards event.
- Led a team project that received commendation for innovation in gameplay mechanics.
- Secured funding for a game project through successful pitch presentations.

LANGUAGES

English   Spanish   French