



# MICHAEL ANDERSON

## DESKTOP APPLICATION DEVELOPER

### PROFILE

Innovative Desktop Application Developer with over 5 years of experience in the gaming industry. I have a passion for creating immersive applications that enhance user experience and engagement. My expertise lies in C++ and Unity, allowing me to develop desktop applications that push the limits of technology. I have successfully led projects from concept to completion, collaborating with designers and artists to integrate stunning visuals and gameplay mechanics.

### EXPERIENCE

#### DESKTOP APPLICATION DEVELOPER

##### Epic Games Studio

2016 - Present

- Designed and developed a desktop application for game testing that streamlined the bug reporting process.
- Collaborated with artists to create 3D models and integrate them into the application using Unity.
- Enhanced application performance, resulting in a 50% reduction in load times.
- Implemented user feedback mechanisms, increasing player satisfaction ratings by 15%.
- Conducted regular playtesting to gather data and improve gameplay mechanics.
- Mentored interns, providing guidance on best practices in game development.

#### JUNIOR DESKTOP APPLICATION DEVELOPER

##### PixelCraft Games

2014 - 2016

- Assisted in the development of a multiplayer game application that achieved over 10,000 downloads.
- Wrote and maintained code for various game components, ensuring high performance and stability.
- Participated in daily scrums and contributed to sprint planning and retrospectives.
- Developed tools to assist in level design, improving designer efficiency by 25%.
- Created user guides and documentation for new features added to the game.
- Regularly updated the application based on user feedback to enhance player experience.

### CONTACT

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### SKILLS

- C++
- Unity
- Agile
- Git
- JavaScript
- User Interface Design

### LANGUAGES

- English
- Spanish
- French

### EDUCATION

BACHELOR OF ARTS IN GAME DESIGN,  
CREATIVE UNIVERSITY, 2016

### ACHIEVEMENTS

- Received the 'Best New Developer' award in 2020 for outstanding contributions to project success.
- Successfully reduced application crash rates by 60% through extensive testing and debugging.
- Contributed to a game that won the 'Best Indie Game' award at a regional game festival.