

# MICHAEL ANDERSON

Firmware Engineer

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Creative Firmware Developer with 6 years of experience in gaming technology. Specialized in developing firmware for gaming consoles and peripherals, focusing on enhancing user interaction and performance. Strong background in software engineering, game physics, and real-time systems. Proven ability to collaborate with game designers and artists to deliver engaging gaming experiences.

## WORK EXPERIENCE

### Firmware Engineer | GameTech Studios

Jan 2022 – Present

- Developed firmware for next-generation gaming consoles, improving load times by 35%.
- Collaborated with design teams to integrate new features based on user feedback.
- Optimized existing code, enhancing overall system performance and stability.
- Conducted performance testing to ensure compliance with gaming standards.
- Participated in game development meetings to align firmware features with game design.
- Maintained documentation for firmware updates and changes.

### Junior Firmware Developer | Pixel Innovations

Jul 2019 – Dec 2021

- Assisted in the development of firmware for gaming peripherals, enhancing user experience.
- Engaged in debugging and troubleshooting of firmware issues reported by users.
- Supported senior developers in optimizing firmware for compatibility with new games.
- Wrote unit tests to validate firmware functionality and performance.
- Participated in team brainstorming sessions to generate new ideas for firmware features.
- Documented all firmware changes and updates for future reference.

## SKILLS

C C++ Game Physics Real-Time Systems Performance Testing Debugging

## EDUCATION

### Bachelor of Science in Game Development

2014

University of Technology

## ACHIEVEMENTS

- Improved gaming console performance, leading to a 15% increase in user satisfaction ratings.
- Contributed to a project that received an award for innovative game design.
- Recognized for exceptional collaboration with cross-functional teams.

## LANGUAGES

English Spanish French