MICHAEL
ANDERSON

Game Performance Analyst

- San Francisco, CA
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Proficient Game Performance Analyst with a strong analytical mindset and a comprehensive understanding of gaming dynamics. Expertise in utilizing data analytics to enhance player experiences and drive game performance improvements. Demonstrated ability to work collaboratively with development teams to implement data-informed strategies that align with player expectations. Committed to leveraging advanced analytics tools to extract insights that contribute to the overall success of gaming projects.

WORK EXPERIENCE

Game Performance Analyst | Nexon
Jan 2022 – Present

- Analyzed game performance data to identify areas for improvement.
- Collaborated with cross-functional teams to align game features with player preferences.
- Utilized statistical software to derive actionable insights from gameplay data.
- Created reports and presentations for stakeholders to inform game development.
- Engaged in player sentiment analysis to inform game updates.
- Participated in the design of new features based on player feedback.

Data Analyst Intern | Bluehole Studio
Jul 2019 – Dec 2021

- Assisted in data collection and analysis for gameplay metrics.
- Supported the creation of dashboards for performance monitoring.
- Engaged in user feedback analysis to recommend improvements.
- Utilized Excel for data reporting and analysis.
- Participated in team meetings to discuss project goals and outcomes.
- Contributed to documentation of analytical processes.

SKILLS

data analytics | game dynamics | collaboration | statistical software | reporting | user feedback

EDUCATION

Bachelor of Science in Computer Engineering
2015 – 2019

University of Michigan

ACHIEVEMENTS

- Achieved a 20% increase in player engagement through targeted analysis.
- Recognized for outstanding contributions during internship.
- Contributed to a project that won 'Best Game Innovation' at a regional event.

LANGUAGES

English | Spanish | French