MICHAEL
ANDERSON

GraphQL Developer

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I am a dedicated GraphQL Developer with 3 years of experience in the gaming industry, focusing on building and optimizing APIs for multiplayer gaming experiences. My work has centered around enhancing real-time data interactions and improving overall gameplay performance through efficient data handling. I am skilled in integrating GraphQL with game engines and have a deep understanding of client-server architectures.

WORK EXPERIENCE

GraphQL Developer | Gaming Solutions Ltd.   Jan 2022 – Present

- Developed GraphQL APIs for multiplayer games, enhancing real-time data synchronization.
- Worked closely with game designers to optimize data flow and improve gameplay performance.
- Implemented efficient caching strategies that reduced server load by 40%.
- Participated in code reviews, promoting best practices within the development team.
- Contributed to the integration of GraphQL with game engines, improving user experience.
- Documented API functionalities, aiding in team collaboration and knowledge sharing.

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

- Assisted in the development of game mechanics using REST APIs for data interactions.
- Supported senior developers in migrating existing projects to GraphQL architectures.
- Participated in user testing to gather feedback on gameplay features.
- Provided documentation for API integrations, facilitating knowledge transfer.
- Engaged in team brainstorming sessions to enhance game features.
- Worked on debugging and optimizing existing game code.

SKILLS

GraphQL   Game Development   Real-time Data   API Integration   User Experience   Team Collaboration

EDUCATION

Bachelor of Science in Game Development from Game Design University   2015 – 2019
University

ACHIEVEMENTS

- Successfully improved data synchronization for multiplayer games, leading to a 30% increase in player retention.
- Awarded 'Best New Developer' at Gaming Solutions Ltd. for outstanding project contributions.
- Participated in a game development competition, winning 'Best Technical Implementation'.

LANGUAGES

English   Spanish   French