MICHAEL ANDERSON

iOS Game Developer

CONTACT

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📍 San Francisco, CA

EDUCATION

Bachelor of Science in Game Development

Gaming University
2018

SKILLS

- Swift
- Unity
- Game Design
- User Interface
- Agile
- Playtesting

LANGUAGES

- English
- Spanish
- French

Innovative iOS Developer with a focus on gaming applications, possessing over 4 years of experience in the mobile gaming industry. Highly skilled in utilizing Swift and Unity to develop immersive and engaging experiences. Strong understanding of game mechanics and user interface design. Proven ability to collaborate with artists and game designers to create visually appealing and functional games.

💼 WORK EXPERIENCE

iOS Game Developer
2020-2023

Game Studio X

- Developed a top-rated mobile game that reached 1 million downloads within three months.
- Collaborated with designers to create captivating game graphics and animations.
- Implemented in-app purchases and social sharing features to boost user engagement.
- Conducted playtesting to gather feedback for game improvements.
- Optimized game performance to ensure smooth gameplay experiences.
- Participated in weekly scrums to discuss project progress and challenges.

Junior iOS Developer
2019-2020

Fun Apps Inc.

- Assisted in the development of casual games for mobile platforms.
- Worked with Swift to implement game features and mechanics.
- Participated in the design of user interfaces for enhanced gameplay.
- Conducted testing to ensure high-quality game performance.
- Documented game development processes and coding standards.
- Collaborated with marketing teams to promote game launches.

★ ACHIEVEMENTS

- Launched a game that was featured in the App Store's Best New Games.
- Awarded for outstanding contribution to game development projects.
- Increased user retention rate by 45% through innovative updates.