



MICHAEL ANDERSON

Software Development Analyst

Creative Software Development Analyst with over 7 years of experience in the gaming industry. I am passionate about developing engaging software that enhances the gaming experience for users. My background includes working with both front-end and back-end technologies, allowing me to contribute to all aspects of game development. I thrive in collaborative environments and am skilled at working with cross-functional teams to deliver high-quality projects on time.

CONTACT

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- San Francisco, CA

EDUCATION

Bachelor of Fine Arts in Game Design

Creative Arts University
2014

SKILLS

- C#
- Unity
- Unreal Engine
- JavaScript
- Agile
- Game Development

LANGUAGES

- English
- Spanish
- French

WORK EXPERIENCE

Software Development Analyst

2020-2023

NextGen Gaming Studios

- Developed and optimized game engines, resulting in a 30% increase in game performance and user satisfaction.
- Collaborated with artists and designers to create immersive gaming environments, enhancing player engagement.
- Participated in code reviews and provided feedback to ensure high-quality coding standards.
- Implemented analytics tools to track player behavior, informing game design decisions.
- Conducted playtests and gathered user feedback, leading to actionable improvements in game features.
- Worked on cross-platform game development, ensuring compatibility across multiple devices.

Junior Game Developer

2019-2020

Innovative Games Co.

- Assisted in the development of mobile games, contributing to a successful product launch that exceeded sales targets.
- Collaborated with QA teams to conduct thorough testing and debugging of game applications.
- Created documentation for game features and updates, facilitating communication within the development team.
- Participated in brainstorming sessions to generate new game ideas, fostering a creative environment.
- Supported the integration of third-party APIs for enhanced game functionality.
- Maintained and updated existing game applications, ensuring optimal performance and user experience.

ACHIEVEMENTS

- Won the Best Game Award at the annual gaming convention for outstanding game design.
- Successfully contributed to a project that achieved over 1 million downloads in the first month.
- Recognized for innovative contributions to game mechanics that improved player