MICHAEL
ANDERSON

Lead Software Engineer

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Creative Systems Software Engineer with over 9 years of experience in the gaming industry, specializing in developing interactive software solutions that enhance user engagement. I have a strong background in game engine architecture, graphics programming, and performance optimization. My passion lies in creating immersive experiences through innovative software design and collaboration with artists and designers.

WORK EXPERIENCE

Lead Software Engineer | Epic Games Studio   Jan 2022 – Present

- Led a team in the development of a high-profile gaming title that achieved 90% positive user reviews.
- Optimized game engine performance, reducing load times by 35% and enhancing user experience.
- Collaborated with artists to integrate graphics assets and ensure visual fidelity.
- Implemented gameplay mechanics that increased user retention by 20%.
- Conducted playtesting sessions to gather user feedback and refine game features.
- Managed project timelines and deliverables to ensure successful launches.

Software Engineer | GameDev Innovations   Jul 2019 – Dec 2021

- Developed interactive software solutions for mobile gaming applications with a focus on user engagement.
- Worked with cross-functional teams to design and implement game features based on market trends.
- Participated in code reviews, ensuring adherence to quality standards and best practices.
- Utilized Unity and Unreal Engine for game development and optimization.
- Implemented analytics tools to track user behavior and improve gameplay.
- Engaged in continuous learning to stay updated on gaming technologies and trends.

SKILLS

| C++ | C# | Unity | Unreal Engine | Graphics programming | Performance optimization |

EDUCATION

Bachelor of Fine Arts in Game Design   2015 – 2019

Creative University

ACHIEVEMENTS

- Recognized for leading a project that won 'Best Mobile Game' at the annual Game Awards.
- Awarded 'Employee of the Month' for outstanding contributions to game development projects.
- Published an article on game design principles in a leading gaming magazine.

LANGUAGES

English   Spanish   French