

MICHAEL ANDERSON

Prototyping Specialist

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I am a creative Technology Prototyping Specialist with over 6 years of experience in the gaming industry, where I focus on developing prototypes for interactive gaming experiences. My passion for gaming and technology drives me to create engaging prototypes that resonate with users. I have experience working with game design teams to develop concepts that are not only innovative but also feasible within technical constraints.

WORK EXPERIENCE

Prototyping Specialist | GameDev Studios

Jan 2022 – Present

- Developed prototypes for new gaming titles, resulting in a 60% increase in user testing engagement.
- Collaborated with artists and designers to create visually stunning and immersive prototypes.
- Utilized Unity and Unreal Engine for rapid prototyping and testing of game mechanics.
- Conducted playtesting sessions to gather feedback and refine game features.
- Documented design processes and user feedback to inform future development.
- Presented prototypes to stakeholders, securing funding for further project development.

Junior Game Prototyper | Interactive Gaming Co.

Jul 2019 – Dec 2021

- Assisted in the creation of prototypes for mobile gaming applications, enhancing user experience.
- Conducted market research to identify player preferences and trends.
- Worked closely with development teams to ensure prototypes met technical specifications.
- Participated in brainstorming sessions to generate innovative game concepts.
- Documented prototype development processes for future reference.
- Contributed to the successful launch of a mobile game that topped the app store charts.

SKILLS

Prototyping

Game Development

User Experience

Unity

Unreal Engine

Team Collaboration

EDUCATION

Bachelor of Science in Game Design

2016

Creative Arts University

ACHIEVEMENTS

- Awarded 'Best Prototype' at the International Game Developers Conference for innovative gameplay.
- Increased prototype testing participation by 75% through effective outreach efforts.
- Successfully contributed to a game that received critical acclaim and high user ratings.

LANGUAGES

English

Spanish

French