

MICHAEL ANDERSON

TypeScript Game Developer

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Highly motivated TypeScript Developer with extensive experience in the gaming industry. Over 5 years of expertise in creating immersive gaming experiences through innovative application development. Proficient in using TypeScript and game development frameworks to build interactive applications. Strong problem-solving skills and a passion for developing engaging user experiences. Excellent ability to collaborate with artists and designers to bring concepts to life.

WORK EXPERIENCE

TypeScript Game Developer | GameDev Studios

Jan 2022 – Present

- Designed and developed interactive games using TypeScript and Phaser.
- Collaborated with designers to create engaging graphics and animations.
- Optimized game performance, resulting in a 30% increase in frame rates.
- Implemented multiplayer features to enhance user interaction and engagement.
- Conducted playtesting sessions to gather user feedback for iterative improvements.
- Participated in game design meetings to brainstorm new concepts and features.

Junior Developer | Indie Game Company

Jul 2019 – Dec 2021

- Assisted in the development of mobile games using TypeScript and Unity.
- Engaged in debugging and testing to ensure a seamless user experience.
- Collaborated with cross-functional teams to deliver projects on time.
- Maintained documentation for code and game features for future reference.
- Learned best practices in game development and design through mentorship.
- Participated in game jams and hackathons to enhance skills and creativity.

SKILLS

TypeScript Game Development Phaser Unity Mobile Development Agile

EDUCATION

Bachelor of Arts in Game Design

2016

Gaming University

ACHIEVEMENTS

- Won 'Best Indie Game' award at a local game festival for a collaborative project.
- Increased game downloads by 50% through effective marketing strategies.
- Successfully delivered a game project ahead of schedule, leading to additional funding for future developments.

LANGUAGES

English Spanish French