

# Michael Buslik

Game developer, programmer, pixel artist

iammichaelbuslik@gmail.com  
(831) 251-2399  
Colorado Springs, CO

## PROJECTS

### Crystal Hopper — C++ platformer based on a slingshot movement mechanic (Solo Project)

December 2018 - November 2020

A platformer with slingshot type movement, and handmade pixel art and level design. Personal project using C++/Chili DirectX Framework.

### Miner Inconvenience — Unity platformer with aerial movement focused on speed (Team Project)

April 2019 - May 2020

High speed aerial platformer with different tools and handcrafted levels. I worked on many major systems like movement, tools, hotbar, saving, level objects, and scoring.

### Dungeon Brawler — Top-down arcade roguelike dungeon crawler made in GameMaker (Solo Project)

December 2019 - May 2020

GameMaker Studio 2 project with unique per-level procedural generation and a variety of custom enemy and friendly AI design.

### Puzzle Tiles — Top-down relaxing puzzle game made in C++ (Solo Project)

January 2020 - February 2020

Small scope project focused on practicing level design. The minimalist graphics and dynamic level loading system made development quick.

## EDUCATION

### University of Colorado Colorado Springs, 2021 Bachelor of Innovation in Game Design and Development Minor in Computer Science

August 2017 - May 2021

Completed my Bachelor of Innovation degree.

### Self-Taught, Game Development with Coding

January 2016 - Present

Improving with tools and frameworks outside of school (C++/Chili Framework, C#/Unity, JavaScript/Canvas, GML/GameMaker Studio 2).

## LINKS

[aescosaurus.github.io](https://aescosaurus.github.io)

[aescosaurus.itch.io](https://aescosaurus.itch.io)

[github.com/Aescosaurus](https://github.com/Aescosaurus)

## LANGUAGES

C++, C#, GML, JavaScript,  
Python, Java, C, HTML, CSS,  
PHP, MySQL, ActionScript

## SKILLS

5 years developing games

4 years programming

4 years using git source control

C++ game development

Unity/C# game development

GameMaker game development

JavaScript game development

Project management using  
Trello, Hacknplan, OpenProject

Agile/Scrum experience

IDE: Visual Studio, Eclipse

3D: Blender, MagicaVoxel

2D: Photoshop, Krita

Video: HitFilm

## EXPERIENCE

16 games released solo

2 games released with a team

9 game jam games completed

5 work-in-progress games