# Michael Buslik

Game developer, programmer, pixel artist

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## OBJECTIVE

I aim to solve programming challenges and develop games as a part of a multi-talented team. My dream is to help develop awesome and fun games that lots of people can have fun playing!

## 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 mostly on programming throughout the project.

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

December 2019 - May 2020

Solo project made in GameMaker Studio 2 to practice procedural generation, particle effects, and enemy AI/design.

## EDUCATION

### University of Colorado Colorado Springs, Colorado Springs, CO — Major in *Game Design and Development, Minor in Computer Science*

August 2017 - Expected graduation Spring 2021

Pursuing 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).

## SKILLS

5 years developing games

4 years coding

4 years using git source control

**C++** game development

**Unity** game development

**GameMaker** game development

**JavaScript** game development

Project management using Trello, Hacknplan, OpenProject

IDE: Visual Studio, Eclipse

3D: Blender, MagicaVoxel

2D: Photoshop, Krita

## LANGUAGES

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

## EXPERIENCE

15 games released solo

1 game released with a team

10 game jam games completed

6 work-in-progress games

## LINKS

[aescosaurus.itch.io](aescosaurus.itch.io)

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