

Michael A. Revit

Game Developer, Programmer

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// EDUCATION //

Currently attending Kennesaw State University for Game Development.

-Current expected graduation date: Spring 2020

// EXPERIENCE //

Programming experience (C#, C++, JavaScript, Lua)

Several years of Unity Engine development

Networking Experience (Unity Engine and RakNet)

Leadership experience:

-Navy Junior Reserve Officer Training Corps (NJROTC) (August 2012 to May 2014)

-Selected to Attend JROTC Cadet Leadership Challenge (Summer 2013)

-Selected to Attend Air Force Teen Leadership Camp (Summer 2014)

Specific Programming Experience:

-Custom Networking System built on top of Unity's LLAPI

-Implements RakNet for NAT Punchthrough

-Features RPCs, buffered RPCs, State Updates, Network Identity System

-Messages serialized by me

-Battle Tanks: RELOADED (Unity Game)

-Team 5v5 arcade-like tank game

-Uses my custom networking system

-Game modes: CTF, Neutral Flag, TMD, Hold, King of the Hill

-Modular and level/upgrade-cost slot-based tank upgrade system

-Stats and level and upgrade-points save to local HDD

-Attack of the Killbots (Unity Game)

-Singleplayer/Multiplayer wave based survival

-Modular slot-based gun upgrade system

-Uses a smooth, custom first person controller I made

-High scores are saved to local HDD

-KSU Game Design and Development Club Discord Bot

-Bot allows users to manage certain information (such as see club attendance)

-Bot uses and manipulates data on a firebase database

-Written in NodeJS

// INFORMATION //

-Willing to rewrite systems if there is opportunity for improvement and/or it is the best option. I can be a perfectionist in the code I am writing, but I understand sometimes time is more valuable than absolute perfect code.

-Information and downloads of (most) projects can be found on my website.

-Up to date source for any project can be given upon request.