

# Michael Ward

Windsor, Ontario

Phone: (226) 344-9395    Email: [mikeward312@gmail.com](mailto:mikeward312@gmail.com)

GitHub: [Cat-Sniper](#)    LinkedIn: [mikedward](#)

## EDUCATION

### University of Windsor, Windsor ON — Bachelor of Computer Science

September 2018 - Current

### triOS College, Toronto ON — Video Game Design & Development

October 2013 - July 2015

## EXPERIENCE

### Pi-Wave Interactive, Toronto ON — Gameplay Programmer

July 2015 - July 2016

- Using **Unity**, developer on the studio's first major project "Eclipsing Binary".
- Developed tools for the project including an easy to use AI pathing tool, and a modular AI State Machine (C#)
- Contributed to the development of the core engine (interconnected managers responsible for the main game loop) and scripted AI behaviours.

### DevNull Studios, Toronto ON — Jr. Programmer CO-OP

January 2015 - July 2015

- Collaborated with Trixter Canada to make 3 games for the 2015 Pan Am games.
- Took the role of technical game designer and helped integrate animations into the new Unity 4.6 update.
- Created waypoint systems for characters and cameras, and ensured the UI was reactive for different devices.

## PROJECTS

### Risk Taking — Classic game of Risk made in Unity

October 2018 - Present

- Available on [GitHub](#)
- A **Unity** project to further develop skills in scripting, user interface design, and game feel.

## COMPETITIONS

- PBTO Game Jam 2018
- TOJam 2016
- TOJam 2015
- Uken Game Jam 2015