

Michael Flood

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Skills

- C#, Java, Javascript, Swift, Objective C, C++,
- Unity, Android SDK, iOS SDK
- Publishing to iOS, Android, Steam
- Understanding of intuitive mobile app design
- Experienced in level and gameplay design
- Experiences with Git & GitHub

Experience

Dots

January 2019 - Present

Senior Software Engineer

Building upon the popular mobile game [TwoDots](#), creating new features, minigames, and puzzle content to steadily increase the game's player base.

- Led the client side development of TwoDots' social systems, by writing technical specifications of my architecture used for creating long term work timelines, and communicating scoped sprints for my team.
- Collaborated with the backend team to design and implement a generic inventory system.
- Implemented TwoDots' daily quest system that can track events from any piece of the game.
- Analyzed and improved app performance, App Start Time, and optimized how much storage TwoDots uses.
- Built Unity editor tools to help automate Designer and QA workflows.
- Maintained and upgraded an existing 5+ year old codebase.

Contigo Games

July 2016 - November 2020

Co-Founder, Programmer & Gameplay Designer

Founded a fully remote game studio across three time zones to create [StarCrossed](#), a cooperative action arcade game released on multiple platforms in February 2020.

- Designed and implemented a procedurally generated enemy system for story and endless arcade gameplay.
- Collaborated with our team to create a UI that dynamically conforms to specifications of different platforms.
- Integrated Steam SDK into *StarCrossed* for online leaderboards and achievements.
- Collaborated with our publisher to make leaderboards, achievements, controller configurations work on different platforms.
- Owner of Steam publishing, store pages, cert reviews, depot setup, streamlined with Unity build scripts.
- Showcased *StarCrossed* at over 15 conventions around the US.

Amplify Education Inc.

August 2017 - December 2018

Software Engineer

Created a collection of minigames designed to provide students with the opportunity to practice and build proficiency in early literacy skills. Built with React and React Native to be cross platform for browsers on desktop, Chromebook, iPad, and built natively for Android and iOS.

- Worked with a large team of developers & designers to build a platform of games to improve early literacy skills
- Built a collection of games in Unity and React / React Native that communicated progress to one another.
- Worked in a single code base that could be compiled to React and React Native using React Native Web.
- Optimized assets and code base so web games ran smoothly on slow internet connections.

MIT Lincoln Laboratory

January 2015 – August 2017

Mobile Applications Developer

Working in the humanitarian assistance and disaster relief group to develop technology to aid first responders.

- Sole programmer of the [NICS mobile app](#) that works in conjunction with its web version through a REST API.
- Built the mobile components for a multi system live game that required connecting Heart Rate Monitors, Sony Smarteyeglasses, Android phones, and Raspberry Pis to a server.
- Participated in live exercises with first responders to train and collect feedback on our applications.
- Architected our Android and iOS app to support long term offline use using a store and forward pattern.
- Integrated extensive geolocation support with Google Maps on Android and iOS.
- Created a visual rendering engine for rapid Sony Smarteyeglass development.
- Integrated DJI Drone SDK into Android applications to pull GPS position and camera feeds.

Community

- Hosted peer one on one programming mentorships with colleagues.
- Presented the design behind *StarCrossed*'s procedural generation systems at [BFIG Talks 2019](#).
- Volunteered at Indiecade East 2018 in NYC.
- Founded the Worcester Game Pile, a community game development meetup group in Worcester MA.
- Organized shared booth space at MASSive Comicon 2015 & 2016 for developers to showcase their games at.

Achievements

- *StarCrossed* was an official selection in the [Kinda Funny E3 Showcase](#), [IMB](#), [Pixel Pop](#), Different Games.
- TwoDots' more than doubled DAU with new feature releases since joining the team.
- (2020) Released *StarCrossed* on PC, Mac, Linux, [Xbox One](#), [Switch](#), [Steam](#), [Itch.io](#), and [Humble Store](#).
- (2017) Released Amplify Reading publicly for schools around the country.
- (2016) Released NICS and DCDS mobile app on the [App Store](#) and [Google Play](#).
- (2013) Released Wobbles on iOS and Android with 21,000 unique users.

Education

- Received my Bachelors degree in Game Development & Programming at Becker College with a 3.7 GPA in 2014 in the ten percent as Cum Laude and was accepted into the Alpha Chi Honors Society.
- Received the Program Award for my degree field of my graduating class at Becker College.
- Graduated from Ocean County College with an Associate's Degree in Computer Science.