

Michael Clavell

Game Developer

Needham, MA

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michaelclavell.me

Objective

To obtain a cooperative education position as a programmer in a game development setting during summer 2019.

Education

Fall 2016 — Present

Rochester Institute of Technology

- Bachelor of Science in Game Design and Development, May 2020.
- Minor in Computer Science.
- GPA 3.88/4.0
- Dean's List Fall 2016 - Present
- RIT Presidential Scholarship

Skills

Programming

- C#
- C/C++
- Java
- Lua
- HTML 5, CSS3, & JavaScript

Software

- Visual Studio, Vim, Eclipse, VS Code
- Microsoft Office
- Adobe Photoshop, Illustrator, & After Effects
- Microsoft Windows, macOS

Engines/Tools

- Unity
- Monogame
- Unreal Engine 4
- Git
- Windows Forms

Projects

VRn't (Ludum Dare 41 GameJam) — Team Lead, Programming, Audio

- Ranked #17 in Humor out of 2000+ entries.
- Programmed player controls, enemy AI, obstacles, and other gameplay elements.
- Composed all audio in the game.

Sugarplum Summit (Ludum Dare 40 GameJam) — Team Lead, Programming, Audio

- Solely programmed entire game in 72 hours.
- Designed and programmed 3 different enemy types and scripted a boss encounter.
- Implemented assets created by the rest of the team into the game.

DIE-PARTISAN — Team Lead, Programming

- Programmed many gameplay and map elements, including the player character, turret enemy AI, and procedurally bitmapped tile textures.
- Acted as team lead, which included organizing meeting times, creating milestones, and dividing responsibilities.

Experience

Summer 2018

Software Engineering Intern, *Charles River Analytics*, Cambridge, MA

- Winner of the Great Promise Award for showing exceptional talent and dedication.
- Used Unity to design and develop a UI based medical simulation from scratch.
- Assisted in developing and testing a backend simulation library that is implemented in a variety of projects.
- Created Unity editor tools to assist and streamline the development process.

Summer 2017

Counselor, *GreenApple Campus*, Olin College, Needham, MA

- Taught children grades 3-5 the Swift programming language through Swift Playgrounds as well as how to create Augmented Reality apps using Unity.
- Taught children grades 6-9 how to create Minecraft Mods using Java as well as Virtual Reality and Augmented Reality mobile apps using Unity.

Spring 2016 —
Summer 2016

Marketing Assistant, *Coppola Properties, Inc.*, Needham, MA

- Edited website pages to show new and updated information.
- Managed data and mail lists using Microsoft Office.