Michael Clavell

Gameplay Engineer

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Projects

Diablo II: Resurrected (2021-2023) | *Gameplay, Live Ops* | *Proprietary Engine* | *PC, Xbox, PlayStation, Switch*

- Worked on a small live ops team to provide updates for 17+ months after launch.
- Lead engineer of "Terror Zones", Diablo II's first new gameplay feature since 2005.
- Refactored the "Uber Diablo" event to be more intuitive and reach more players.
- Became a subject matter expert of a legacy gameplay codebase and trained new engineers to use it.
- Worked closely with production and QA to analyze player feedback and perform testing through Public Test Realms.

Diablo IV (2023-Present) | *Gameplay* | *Proprietary Engine* | *PC, Xbox, PlayStation*

- Worked closely with multiple disciplines on a team for an unannounced feature.
- Implemented gameplay systems generically for reuse on a large-scale project with many teams and branches.

Tony Hawk's Pro Skater 1 + 2 (2020-2021) | *Engine, Online* | *Unreal Engine 4* | *PC, Xbox, PlayStation, Switch*

- Integrated the Oodle compression library, reducing load times by 40%.
- Found and fixed performance bugs in both C++ and blueprints.
- Fixed engine and platform bugs for the upgrade to ninth generation Xbox consoles.

Rescue+ Game Engine (2019-2020) | *Personal Project* | *PC*

- Developed a game engine using C++ and DirectX 11 using an Object-Oriented design model.
- Implemented engine features such as a jobs, Nvidia PhysX, parenting, bucket-rendering, input, shadows, etc.

Experience

Blizzard Entertainment, Albany (formerly Vicarious Visions) | *Albany, NY & Fully Remote via RI*

Software Engineer (September 2022 - Present)
Associate Software Engineer (March 2021 - September 2022)
Junior Software Engineer (June 2020 - March 2021)

- Shipped three games in three years and participated in the post-launch support of each.
- Found, investigated, and fixed gameplay and engine bugs in a multitude of systems and engines.
- Completed taskwork in all projects. Highlights are noted in the Projects section.

Charles River Analytics | *Cambridge, MA*

Software Engineering Intern (Summer 2018 & Summer 2019)

- Implemented gameplay features and user interactions for a 2D medical training game using Unity3D.
- Refactored a Lua scripting environment in a backend engine, making it multi-platform.
- Developed and tested a backend simulation library that is has been implemented in a variety of projects.
- Created Unity3D editor tools to assist and streamline the development process.

Skills

Languages and Formats

- C++, C, C#, Java, Lua, JavaScript, JSON, XML, Protobuf, HLSL, HTML 5, CSS3.

Software

- Visual Studio, Unreal Engine 4, Unity3D, DirectX, MonoGame, GIMP, Photoshop, Illustrator.

Education

Rochester Institute of Technology | *2020, Summa Cum Laude*

- Bachelor of Science in Game Design and Development.
- Minor in Computer Science.