Michael Clavell
Game Developer

Needham, MA

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michaelclavell.me

Objective

To obtain a cooperative education position as a game programmer during summer 2018.

Skills

Programming

- C#
- Java
- Lua
- HTML 5
- CSS 3

Software

- Visual Studio, Sublime Text 3, Eclipse
- Microsoft Office
- Adobe Photoshop, Illustrator, and After Effects
- Microsoft Windows, macOS

Engines

- Unity
- Monogame
- Unreal Engine 4
- GameMaker

Experience

Summer 2017

Counselor, *GreenApple Campus*, Olin College
- Teach children grades 3-5 the Swift programming language through Swift Playgrounds as well as how to create Augmented Reality apps using Unity.
- Teach 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.*
- Edit website pages to show new and updated information.
- Manage data and mail lists using Microsoft Office.
- Scan and organize files on and off the computer.

Spring 2015 — Spring 2016

Sales Clerk, *Architrave*
- Set up and manage POS system, including solving problems and keeping inventory updated.
- Work cash register and answer phone.
- Stock shelves, teach co-workers, and clean the store.

Projects

RPG Shop UI (In Progress)
- Currently using Unity's scripting and canvas system to create a shop tool for tabletop RPG gamemasters.

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

Undertale, Muffet Recreation
- Recreated and scripted entire encounter in Lua, including battle waves and animations.

Education

Fall 2016 — Present

Rochester Institute of Technology
- Bachelor of Science in Game Design and Development, expected May 2020.
- GPA 3.75/4.0
- Dean's List Fall 2016 and Spring 2017
- RIT Presidential Scholarship