MICHAEL CENTER

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CREATIVE DEVELOPER

Creative Developer looking for a position where I can apply my experience of problem solving, teaching, coding, and creative story telling to develop innovative technology driven experiences.

EDUCATION

The New School
Parsons School of Design
2018-2020

- Master of Fine Arts in Design and Technology
- Focus in Creative Development, Interactive Design, Narrative Design, and Game Design

University North Carolina
Wilmington
2011-2015

- BACHELOR OF ARTS IN STUDIO ARTS & MINOR IN DIGITAL ARTS
- Focus in Graphic Design, 3D Modeling and Animation

CODING EXPERIENCE

Game Programmer
Buzzfeed
Los Angeles, CA (Remote)
October 2020 - December 2020

- The sole programmer on Buzzfeeds "Run Boggo Run" mobile game
- Rapidly prototyped mechanics and systems for optimal gameplay.
- Developed custom physics and character controllers to achieve ideal feel and performance.
- Created tools and systems to allow writers, designers, and artists to implement their own assets which allowed for smoother workflow.
- Within the first week of release Run Boggo Run reached #1 top paid app on the Google Play store and #2 top paid app on the Apple app store

Accessibility Game Jam
New York, NY
December 2018

- In a team of four, we worked with a six year old client who lived with a physical disability to teach them morse code. Within 48 hours we designed controllers the client could use, and a mobile game that taught morse code using the Google morse code G-board.
- I was the sole Unity developer for this project, and aided with character animation.

Web Developer
Sacatelle
New York, NY
August 2017-February 2018

- Hired as a creative designer, but stepped up when they needed someone to develop a website using WordPress.
- With no prior experience, I solely developed a site that incorporated business to business call to action, an e-commerce space, along with client portal to track the design process.
- After the site was published Sacatelle saw their client base grow by 15%.

8 Week Unity Intensive
Playcrafting
New York, NY
October 2017-November 2017

- Designed and developed a series of 6 games in 8 weeks.
- Learned the fundamentals of both Unity and Coding.
- Over the last 2 weeks of the intensive, with a partner, we designed, and developed a game.

EXPERIENCE DESIGN WORK

UX Internship
U.S. Holocaust Memorial Museum
Washington D.C.
April 2019-May 2019

- Designed an experience that straddled the sensitive topic of the Holocaust, while creating a play space for education.
- Conveyed the impact of an individual on a community, while presenting the nuanced complexities of taking action during this historical period.
- Codesigned with holocaust survivors, historians, and museum goers to develop an authentic and effective experience.

UX Internship
Staten Museum of Kunst
Copenhagen, Denmark
February 2019-March 2019

- Codesigned with students from "The Royal Danish Academy of Fine Arts" to develop interactive experiences to improve museum goer experience at the "Staten Museum of Kunst".
- Utilizing nothing more than masks, and prompts we increased how much of the museum the average visitor explored by 2%.

Game Developer Instructor
Playcrafting
New York, NY
May 2020-August 2020

- Hosted and taught 2 hour long workshops on fundamental of coding, and an introduction to game development.
- Designed and delivered lessons on how to create a text adventure game using HTML/CSS, and JavaScript.
- Organized a list of notes, concepts, and resources to help students continue learning how to code on their own.

Coding Tutor
The New School
New York, NY
September 2018-May 2020

- Problem solved coding issues for projects that included topics such as: HTML/CSS, JavaScript, Unity, C++, Python, Arduino, 3D Modeling, and Adobe Creative Suite.
- Led workshops for high school students on different Adobe softwares.
- On a weekly basis guided students through their fundamentals of web class.

Immersive Storytelling T.A.
The New School
New York, NY
August 2019-December 2019

- Designed and taught a 1 hour curriculum on fundamentals of Unity.
- Designed and taught a 2 hour curriculum on fundamentals of Arduino.
- Encouraged students to discover their own process and approach to Immersive storytelling.
- Broke down the intimidating barriers of coding for several students who had no prior experience.

Coding Bootcamp Instructor
Parsons School of Design
New York, NY
April 2019-August 2019

- Designed and taught a 3 week intensive course on fundamentals of coding.
- Designed and taught a 4 day course on computer vision.
- Facilitated a smooth transition for students into the Design and Technology program.

- Unity
- C#
- JavaScpript
- Processing / P5.js
- Three.js
- React.js
- OpenGL / WebGL
- HLSL / GLSL
- ShaderLab / Shader Graph
- C++

- OpenFrameWorks
- Unreal
- Java
- OpenCV
- Arduino / Raspberry PI
- Maya / Blender / 3D Modelling
- AR/VR
- 3D Mathematics
- Python
- Machine Learning

- InDesign
- PhotoShop
- Illustrator
- After Effects
- Wireframing
- User Testing
- Prototyping
- Creative Research
- Iterative Design Process
- Codesign Processes