

# MICHAEL CENTER

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## CREATIVE DEVELOPER

Extremely efficient Game Developer seeking a position in which my creative problem solving skills, my focus on optimized code and programming knowledge can be used as an asset to the team.

## EDUCATION

The New School  
Parsons School of Design  
2018-2020

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

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 - Present

- Sole Game programmer on BuzzFeed's "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.
- Developed every aspect of the game including animation programming, UX programming, dialogue/subtitles systems, leveling systems, optimized object pooling systems, and much more.
- Developed and implemented workflow for version control, and asset implementation.
- Debugged and tested the game prior to release.
- We reached over 40,000 downloads with an average of 10,000 Daily Active Users. The paid version of the app reached #1 on the google play store and #2 on the apple app store for casual paid games. The unpaid version reached top 50 on the apple app store for adventure games

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.

GLOBAL GAME JAM  
NEW YORK, NY  
January 2018

- In a team of 5, we worked to develop a game that showed the beauty of learning to play an instrument.
- In the team I was responsible for developing a cohesive design for all to follow, aid in developing art assets, and debugging code in Unity.

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.

## GAME DESIGN WORK

Game Design 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.

Game Design 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%.

## TEACHING EXPERIENCE

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.

## SKILLS

- Unity
- C#
- JavaScript
- 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
- Sketch /Figma / XD
- Wireframing
- User Testing
- Prototyping
- Creative Research
- Iterative Design Process
- Codesign Processes