MICHAEL CENTER

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CREATIVE DEVELOPER

Extremely efficient Game Developer seeking a position in which my creative problem sovling 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 reched over 40,000 downloads with an average of 10,000 Daily Active Users. The paid version of the app reached #1 on 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#
- 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
- Sketch /Figma / XD
- Wireframing
- User Testing
- Prototyping
- Creative Research
- Iterative Design Process
- Codesign Processes