MICHAEL**CENTER**

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IMMERSIVE STORYTELLER

Creative Developer looking for a position where I can apply my experience of teaching, coding, and creative story telling to develop innovative technology driven immersive 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 OF NORTH CAROLINA WILMINGTON
2011-2015

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

TEACHING EXPERIENCE

**GAME DEVELOPER INSTRUCTOR
PLAYCRAFTING
NEW YORK, NY**
May 2020 - Present

- 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, 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.

**INSTRUCTOR FOR CODING BOOTCAMP
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 .

CODING EXPERIENCE

**ACCESIBILITY 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 incorpated business to business call to action, an commerce space, along with client portal to create an efficient design experience.
- After the site was published Sacatelle saw their client base grow by 15%.

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.

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GAME DESIGN RESIDENCY
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 RESIDENCY
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%.

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

- OpenFrameWorks
- Unreal
- Java
- OpenCV
- Arduino / Raspberry PI
- Maya
- 3D Mathematics
- Python
- InDesign
- After Effects

- XD
- Typography
- Color Theory
- User Testing
- Prototyping
- Creative Resarch
- Iterative Design Processes
- Codesign Processes