

# MICHAEL CENTER

MOBILE: (919)760-7812 | EMAIL: CENTM535@NEWSCHOOL.EDU | WEBSITE: [MICHAELCENTERDESIGN.COM](http://MICHAELCENTERDESIGN.COM)

## 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 OF 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

AR/AI Technical Designer Internship  
AB Studio  
NEW YORK, NY  
Septemper 2020-December 2020

- Design, build, and maintain performant, robust, responsive and delightful AR projects
- Specify, implement, and maintain the services that will power required AI-enabled AR features
- Create high quality mini games representing top mobile apps in the marketplace
- Partner with fellow engineering team members to deliver on complex initiatives together
- Collaborate with our creative, and admin teams to understand partner objectives and needs
- Update and maintain existing databases and other components of the services our studio offers

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%.

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.

## ..... EXPERIENCE DESIGN WORK .....

EXPERIENCE 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.

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EXPERIENCE 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%.

## ..... 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.

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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.

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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.

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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.

## ..... SKILLS .....

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

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

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