

Michael Center

(919)760-7812 • mtc9417@gmail.com • [linkedin](#) • [portfolio](#)

I am a cross-disciplinary gameplay engineer, interaction developer, and play designer. I have proven success tackling unique challenges that require creative problem solving, empower colleagues through tool-development, engage my audience with immersive narrative, create simple and effective code that is both easy to debug but is also an elegant solution, create pleasing and seamless UX/UI, and especially, create fun exciting universes that highlight the human-computer interaction.

EXPERIENCE

Bully, Remote – *Gameplay Engineer*

December 2022 – Present

- Responsible for interactive design and development of a variety of digital experiences for clients. This required understanding and working with designers to develop custom controllers for each project, managing network communication for each controller, and using 3D math to develop stable and consistent gesture recognition.
- Developed physics systems to ensure satisfying feedback in relation to the input.
- Designed and developed UI systems to clearly communicate the expectations of the user.
- Created tools for developers and testers to rapidly prototype different interactions and input.

Kinoo, Remote – *Sr.GamePlay Programmer*

May 2021 – December 2022

- Responsible for gameplay and interactive development. Working on a number of multiplayer games designed for young players to play with older ones. This required prototyping, iterating, and testing design ideas, managing multiplayer logic, implementing animation, developing intuitive UI/UX for both users, and creating enjoyable interactions.
- Designed and developed a pipeline that allowed Kinoo to re-skin games. With this pipeline a new activity only required art assets and a JSON file, which significantly increased the team's capability from releasing 1 game monthly to releasing 3+ games each month.
- Designed, engineered, and developed gesture recognition of player input with the KC wand, a piece of propriety hardware. Used data from an array of sensors, along with animations, the KC's LED lights, and speaker, to develop a series of inputs and feedback to make the controller feel like

a cup pouring sugar, a spoon mixing ingredients, a lasso being thrown, and much more.

- Collaborated with a lead interactive engineer on design and development of KoTools. An in-house framework to aid in the development of our networked interactive activities. This framework empowered domain experts, and designers to explore and test potential mechanics. Also responsible for extending the KoTool functionality into Bolt (now known as Unity's Visual Scripting Language). Further empowering ability for prototyping, and allowing for more effective debugging capabilities.
- Kinoo Awards:
 - Won [AARP Innovation Labs'](#) 2021 AgeTech Grand Pitch Finale
 - Awarded [CES 2022 Innovation](#) Award Honoree
 - Named a top gift for Fathers Day 2022 by [New York Magazine](#)
 - Included in [Steve Greenburg's Holiday Gift Ideas](#) of 2021, [Alexa Vogue's Hottest Holiday Tech Toys](#) of 2021, and the [CAMP Holiday Gift Guide](#)

Buzzfeed, Remote – Gameplay Programmer

Oct 2020 – May 2021

- Responsible for the entirety of the game development pipeline. This process went from ideation to successfully shipping a finished mobile game. As a solo developer, rapidly prototyped, iterated, and tested new mechanics for an infinite runner-style game. Designed and engineered all necessary systems for asset pipelines and implementation, optimized asset and pooling systems, developed a custom cartoon-style physics engine, data pipelines for level management, created UI/UX, and more.
- Facilitated in-house user testing, implemented feedback, managed third-party quality assurance, and handled all bug fixing.
- With limited advertising and a short development cycle, reached >40,000 downloads and initially had an average of 10,000 Daily active users with a 4.0 rating on iOS.

The New School, New York, NY – Computer Programming Tutor

Oct 2018 – Jun 2020

- Guided students within The New School through any challenges that they faced in regards to programming. Students' expertise levels ranged from beginner to expert. Topics generally covered HTML/CSS, JavaScript, Unity, C#, C++, Python, Arduino, Java, 3D Modeling, and Adobe Creative Suite.
- Designed, and led workshops for high school students on fundamental programming topics, and adobe creative suite to prepare them for a future in creative technology.

The New School, New York, NY – Immersive Storytelling T.A.

Aug 2019 – Dec 2019

- Responsible for leading a recitation course that ran in tandem with a lecture on Immersive storytelling. Taught students how to use Unity, Arduino, and VR. Students were required to tell a narrative in a creative manner that engaged the audience and evoked a sense of immersion. They were encouraged to use any piece of technology or approach they found appropriate to achieve their goal.

United States Holocaust Memorial Museum, Washington D.C. – *Game*

Design Residency

Apr 2019 – May 2019

- Collaborated with PetLab to design and test educational games to tactfully express the reality of the Holocaust. Co-designed with museum employees and Holocaust survivors to ideate game concepts that would appropriately fit the space and respect the memory of the victims. Rapidly prototyped and iterated through a variety of ideas, and submitted design documents for the museum to move forward with.

SMK – Statens Museum for Kunst, Copenhagen, Denmark – *Game Design*

Residency

Feb 2019 – Mar 2019

- Collaborated with PetLab to create experiences to engage museum-goers to further experience more of the collection. Ideated, prototyped and tested a variety of interactions to conclude how to best get people to spend more time and more galleries.
- Designed, a physical game where people would break standard museum behavior in counter-intuitive ways to challenge the perceived elitism of the space. Forcing people to view their museum experience in a more playful manner allowed more time before the fatigue of visiting a museum set in.

EDUCATION

Parsons School of Design – The New School, New York, NY – *MFA*

Design & Technology

2018 – 2020

University of North Carolina Wilmington, Wilmington, NC – *B.A.*

Studio & Digital Art

2011 – 2015

[LinkedIn Learning Path Certificate](#) – Getting Started with C++

March 2023

SKILLS

C++ • C# • Python • Java • JavaScript • Unity • Unreal • AR/XR • WebGL • GLSL • HLSL • Three.js • SQL • Adobe Creative Suite • Play Design • Systems Design • Interaction Development • Prototyping • Iterative Methodologies