Micah Boursier

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Objective: To embark on a career working with others to develop entertaining and creative animated stories and video games.

EXPERIENCE

Independent Game Designer –

Published Birdgut, a puzzle-platformer game in May 2019. Game ranked second place for the "Hottest Releases" on Steam and received accolades from video game news sites such as The Verge and Rock Paper Shotgun. Currently has over 120,000 downloads, and 1,600 reviews (95% of which are positive). https://store.steampowered.com/app/1072390/BirdGut/

Self-taught in 2D, 3D, and text-based game design. Have developed basic first-person-shooter, survival, and platformer games and experimented with multiplayer networking and simple simulations such as an evolution simulator.

SKILLS

- Programming in C#, Java, Javascript, and Python
- Game design in Unity, Unreal, Game Salad, Quest
- 3D modeling in Blender and Maya
- Filmmaking and animation in Adobe Animate, Premiere, After Effects and Toon Boom Harmony
- Fine art skills (drawing, painting, composition, human anatomy / organic forms, 2D & 3D design)

EDUCATION

Dublin High School, Dublin, CA GPA 3.8   **Graduation May 2020**

Relevant Course work:

- Video Game Design
- Animation
- Video Production
- Advanced Placement Studio Art and Design
- Advanced Placement Computer Science Applications

California State Summer School for the Arts – Animation   **Summer 2019**

Attended intensive summer program in animation with competitive enrollment based on submitted portfolio.

AWARDS

Herb Alpert Scholarship for Emerging Young Artists- Scholarship awarded for animation work at California Summer School for the Arts.

National Scholastic Art and Writing Contest - Animation Silver Medal (High school category) paper cut-out animation

Alameda County Science and Engineering Fair (Qualified for State) 2017 Won first place in mechanical engineering category for designing and prototyping a seat that wirelessly warns your phone when you have been sitting for too long.