220 John Street Apt. #1115
Rochester, NY 14623
github.com/Michael-A-Berger

Michael A. Berger

(315) 761 – 1255
michael.anthony.berger@gmail.com
michael-a-berger.github.io

EDUCATION

Rochester Institute of Technology

Masters of Science, Game Design and Development **Sept 2018 – May 2021**
- Coursework includes Gameplay & Prototyping, Game Design, and Game Development Processes (GPA: 3.85)
- Capstone Project – Bit To Beat: A hybrid rhythm-strategy game

Bachelors of Science, Game Design and Development **Sept 2014 – May 2021**
- Minor in Computer Science
- Coursework includes Data Structures & Algorithms, Level Design, Animation & Asset Production (2D + 3D), Rich Media Web App Development, Principles of Data Management, and Database Systems Implementation

EXPERIENCE

Web Application Project Asst. **University of Rochester** **June 2019 – Aug 2019**
- Created a portable website that utilized PHP and MySQL to match academic job criteria with their corresponding titles and IDs.
- Planned future work and tracked progress with daily scrum meetings and Jira tickets.

Web Developer (Co-op) **Lenel Systems International** **May 2018 – Aug 2018**
- Implemented various playback speed, video quality, and playback control options to the TypeScript video player included in the OnGuard Surveillance package.
- Collaborated with translation team to make sure that new features complied with translation standards.

Software Engineer (Co-op) **Omega TMM** **Jan 2017 – Aug 2017**
- Designed and implemented program features via creating GUI interfaces in the C# language to satisfy customer feedback and desires.
- Diagnosed and resolved production issues in Microsoft SQL database that prevented major version upgrades.

PROJECTS

Lantern Lights **github.com/Michael-A-Berger/Lantern-Lights**
- A flexible two dimensional platformer made with Unity using open-source assets that was quickly prototyped in a weekend and just recently began full development.
- Responsible for creating dynamic platforming code, narrative outlines, and some level design.

DPS-kun **github.com/Michael-A-Berger/DPS-kun**
- A Discord chat bot created using React that dynamically responds to text commands in order to provide value to rhythm game communities.

Bit To Beat **bittobeat.github.io**
- A hybrid rhythm-strategy video game made with Unity that uses a voxel art style and multifaceted soundtrack to create a new experience for players.
- Responsible for project management, facilitating team development practices, detailed descriptions of game design, technical audio implementation, sketches for level design, and documents on the enemy design.

SKILLS

Programming Languages: JavaScript, TypeScript, HTML, CSS, C/C++, Java, C#, PHP, Python
Technologies: React, RESTful APIs, jQuery, MySQL / PostgreSQL, MATLAB, Autodesk Revit, OpenGL
Multimedia: Unity, GNU Image Manipulator (GIMP), Adobe Photoshop, Adobe InDesign, MAGIX Vegas Pro

INTERESTS AND EXTRACURRICULAR ACTIVITIES

- **Interests:** Reading Japanese comics, Critical analysis of video games
- **Extracurricular Activities:**
  - **Tora-Con 2020 Logistics Coordinator:** Created layouts and worked with key RIT providers to accommodate attendees, artists, vendors, and guests for the largest anime convention in Western New York. (Aug 2019 – May 2020)
  - **RIT Anime Club Librarian:** Cataloged club materials, managed member rentals, and organized / cleaned the designated club space for one of the most active student clubs at RIT and one of the largest anime clubs in the nation. (Aug 2019 – May 2020)