

# Michael Berger

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## Summary

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I'm an organized yet flexible web designer and game developer looking to use my skills to enrich the lives of others.

American Indian Science and Engineering Society (AISES) member since 2014.

## Contact

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☎ (315) 761-1255

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🔗 Michael-A-Berger

## Education

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Rochester Institute of Technology ·  
Game Design and Development (GDD) ·  
Masters 2021  
Computer Science (CS) Minor 2021  
Graduate GPA 3.85

## Skills

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### Web Development Software Prod. Multimedia

Javascript, Node, React, Typescript, JQuery, HTML5, CSS, PHP  
Git, MySQL, C++, C#, Java, .NET, Universal Modeling Language (UML)  
Unity, Adobe InDesign, Adobe Photoshop, GNU Image Manipulator (GIMP),  
Autodesk Maya, Blender, Adobe After Effects

## Employment

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### University of Rochester Web Applications Project Assistant

Rochester, NY · June 2019 to Aug. 2019

- Created a portable website that utilized PHP and MySQL to match academic job criteria with their corresponding titles and IDs.
- Facilitated daily and weekly agile Scrum meetings to assess tasks using Jira management software.

### Lenel Systems International Web Developer Co-op

Pittsford, NY · May 2018 to Aug. 2018

- WHO: Lenel is a worldwide provider of open-platform security solutions with integrated access control and video management
- WHAT: Programmed and patched features for a Typescript video player that is integrated into the OnGuard alarm and video monitoring services.

### Parlec / Omega TMM Software Engineer Co-op

Fairport, NY · Jan. 2017 to Aug. 2017

- WHO: Omega TMM provides world class tool measuring machines (presettlers) used in the machine tool industry.
- WHAT: Developed features and bug fixes for the P7 machine shop tool measuring software using C# language and specialized development hardware kits.

## Projects

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### Bit To Beat

Aug. 2020 to Current

- A hybrid strategy-rhythm game. Responsible for team management, audio implementation, and level design.

### DPS-kun

July 2020 to Current

- A Javascript powered Discord bot specialized for rhythm game communities. Responsible for development and upkeep.

### Lantern Lights

Feb. 2020 to Apr. 2020

- A physics-driven 2D platformer. Responsible for game conception, prototype implementation, platforming code, sound design, and minor level design.

### All to Pieces: The Western Tabletop RPG

Sept. 2019 to Dec. 2019

- Responsible for InDesign formatting, rulebook publishing, and content creation.

### Honsan

Nov. 2018 to May 2019

- Independently developed a portable single page application library for tracking Japanese anime and manga collections using ECMAScript 6, Node, React, Express, and Gulp.

### Anime Audio Visualizer

Feb. 2016 to Feb. 2016

- Created a configurable web browser audio visualizer that plays music over anime video clips and displays audio effects using Javascript, Canvas, and Font Awesome icons.

## Activities

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### Tora-Con 2020 - Revenue Department Staff Logistics Coordinator

Aug. 2018 to May 2019

- Responsible for managing physical layout and creating architectural diagram of both attendee registration and vendor areas.

### RIT Anime Club - Eboard Member Club Librarian

Aug. 2019 to Apr. 2020

- Responsible for cataloging club materials, managing member rentals, and organizing / cleaning the designated club space.