

Michael Berger

Summary

I am looking for a internship or permanent position where I can apply my game development and web development skills.

Contact

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in michberger

🔗 Michael-A-Berger

Education

Rochester Institute of Technology

Game Design and Development BSMS
2021

Skills

Web Development Software Production

Javascript, Node, React, Typescript, JQuery, HTML5, CSS, PHP
Git, MySQL, C++, C#, Java, .NET,
Universal Modeling Language (UML)

Multimedia

Unity, Adobe InDesign, Adobe Photoshop,
GNU Image Manipulator (GIMP), Autodesk Maya, Blender,
Adobe After Effects

Employment

University of Rochester *Web Applications Project Assistant*

Rochester, NY · June 2019 to Aug. 2019

- Created a portable website with PHP that retrieved data from a MySQL database to match user-selected academic job criteria with their corresponding job titles and job 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

- 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

- Developed features and bug fixes for the P7 machine shop tool measuring software using C# language and specialized development hardware kits.
- Learned about and implemented Model-View-Presenter (MVP), Plain Old CLR Object (POCO), and Data Transfer Object (DTO) structures to efficiently handle setting changes stored in SQL server.

Projects

Lantern Lights

Feb. 2020 to Current

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

Citadel

Jan. 2020 to May 2020

- A first-person shooter styled after Duke Nukem 3D. I was responsible for minor scripting assistance and level design gray box implementation for Level 1, Level 2, and Level 6.

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 Current

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

GDQ Tally

Jan. 2017 to Jan. 2018

- Independently deployed a website that dynamically tracks Games Done Quick speedrunning marathon statistics using Javascript, Node, Moment.js, and the Speedrun.com API.

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

Tora-Con 2019-20 - Revenue Department Staff *Logistics Coordinator*

Aug. 2018 to May 2019

RIT Anime Club - Eboard Member *Club Librarian*

Aug. 2019 to Current