Michael Christie

Hello, I'm Michael, an experienced gameplay programmer looking for a new challenge and to grow my career in a friendly and inspirational environment

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EXPERIENCE

Ace Viral – *Gameplay Programmer*

February 2021 - Present

- **Designed and developed** both frontend and backend systems in C# Unity for new and existing mobile applications, ensuring adherences to designer specifications

- **Enhanced performance and optimised** critical game features to operate seamlessly on various mobile devices, through code efficiency, structure, and memory management

- **Onboard** new members into the team, **mentoring** and offering constructive feedback to facilitate growth and proficiency

- Periodically **Lead the coding department** (onsite and externals), managing coders workload, updating progress and supporting development

- Manage sprints effectively, allocating tasks to ensure timely completion of the sprint within the allotted timeframe.

- **Conceptualised and implemented** creative solutions to address design challenges

- **Implement external services** into applications (mediation, analytics, platform specific features), following documentation for successful integration

- Adhered to **stringent coding standards** and project frameworks

EDUCATION

First Class Honours in Games Computing

University of Lincoln,Lincoln
2017-2020

Problem Solving (74%),Algorithms and Complexity (77%), Maths for Computing (75%), PCG (81%), Games Programming (72%), Advanced Games Computing (63%), Cross Platform Development (70%), Graphics (75%) and Physics Simulation (70%)

D*D*D* in Level 3 Extended Diploma in IT

New College Stamford, Stamford
2015-2017

9 GCSE's (A*-C) including English, Maths and IT

The Kings School, Peterborough
2010-2015

Miscellaneous

Lincoln Game Dev Society

Vice President - 2019-2020

As Vice President of the Game Dev Society at Lincoln University, my key duties involved organising and delivering talks on game development subjects for eager students, communicating details about upcoming events, and working in collaboration with the School of Computer Science department to arrange 48-hour Game Jam events throughout the academic year.