

Michael Christie

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Hello, I'm Michael! I'm a Graduate from the University of Lincoln, Games Computing and am looking for a Programmer role in the Games Industry.

I'm excited to get in the gaming industry and continue to improve my own knowledge and work through experience and challenges. Learning new skills is hugely important to me as it helps improve the work I do and helps me strive to do the best that I can do. Through game jams and other work, I've developed excellent time management skills and efficient working.

I am passionate about creating games, especially just working on general games systems (player controllers, Inventory's, world interactions) but also enjoy working on UI. I have a huge interest in procedural generation and implementing that into gameplay as well. The role that I'm seeking would allow me to explore some of these areas a more, further my knowledge and develop engaging experiences for everyone to play.

Technical Skills

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| <ul style="list-style-type: none">• C#• Unity• C++• UE4• Procedural Generation | <ul style="list-style-type: none">• JavaScript• Node.js• Discord API• Blender• VR development in Unity | <ul style="list-style-type: none">• Git• Mobile development with Expo and Unity• React Native• Networking |
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Education

1st Class Honours in Games Computing

University of Lincoln, Lincoln

2017 - 2020

Modules includes: 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

Work Experience

J Huggins and Sons (National Windscreens)

Accounts Administrative Assistant

May – September 2018

I worked as an assistant in the accounting department during the Summer of 2018, working with a variety of departments such as customer support, purchase ledger and parts finder. I found it interesting being part of the accounting team as there were constant challenges to ensure the smooth running of the business. I also quickly learned how to use their software, Sage and Hubs, to input and modify data that they required for keeping tracks of jobs and balancing their books.

Volunteering

Vice President, Game Dev Society

University of Lincoln

2019-2020

As Vice-President of the Game Dev Society (GDS) I was responsible for organising talks and delivering them to other enthusiastic game dev's covering a range of topics from procedural Generation and taking credit for your work to getting the most out of a game jam and prototyping. Therefore, I was heavily involved in communicating to other members but also listening to what other members wanted and having them share their experience with us all too. I also helped organise and run several 48-hour game jams with other societies. Due to the work I did, I received a Community Award for Contribution to Academic Societies from the School of Computer Science.

Chip 'N Jam Organiser

Chip 'N Jam is a charity game jam event that was created by me and a friend during the first lockdown, following a plea for help from the National Videogames Museum in Sheffield. I promoted the event through emailing Game Dev societies in the north of England and talking to them about the event to persuade them to help us promote the event and get people involved. At the end of the event, we managed to help raise £300.

Hobbies and Interests

Gaming - I enjoy gaming on all platforms though mainly play on PC and Console. I really enjoy social gaming, where I can spend hours online with my friends, regardless whether that be in a competitive game, like CS:GO or R6, where we have to use team work and strategy to win or casual games, like Deep Rock Galactic, where we can just play around and see where things go. I tend to lean towards playing first person action games due to their ability to give a high-risk high reward gameplay, which either leaves us with winning, or laughing at how funny the experience was. As well as this I also like games that allow me to be creative like City Skyline or Kingdom and Castles, where I can just relax from a long week.

Game Jams - I often partake in game jams when I have a free weekend, either solo or with a team. Game jams offer a new challenge with an unknown theme and modifiers, and I'd try to do learn something new every time.

Photography - To relax, I like going out and taking landscape photos, I'm really intrigued with image composition, framing my focal point and working out how to lead the viewer through the image.

Experimentation Projects - Experimenting and learning is something that I find personally important. Without learning I wouldn't be able to get better, and so sometimes I'd spend a weekend working on a small project or feature to learn more about how it would work. In the past I've worked on Discord games, Twitch Integration and learning UI Tweening.

References and supporting documents can be provided upon request