

Michael Christie

michaelchristie.dev@gmail.com | www.michaelchristie.me

Hello, I'm Michael! I'm a recent graduate from the University of Lincoln, achieving a 1st Class Honours in Games Computing. Over the last year I've been looking into Procedural Generation, and its use as part of the main gameplay as well as a tool. I'm constantly learning and challenging myself, often going as far as to set myself a challenge to learn and implement a new thing into an application. I love talking about what I'm currently working on and sharing my knowledge with others.

Education

1st Class Honours in Games Computing

University of Lincoln, Lincoln

2017 - 2020

Modules includes: Games computing, Problem solving, Algorithms and Complexity, Game Design, Maths for computing, PCG, Advanced Games Computing, Cross Platform Development, Graphics and Physics Simulation.

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

New College Stamford, Stamford

2015-2017

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

The Kings School, Peterborough

2010-2015

Skills

- | | | |
|---|--|---|
| <ul style="list-style-type: none">• C# - 3 years• Unity - 3 years• C++ - 2 years• UE4 - 4 months• Procedural Generation | <ul style="list-style-type: none">• JavaScript• Discord API• Blender• VR development in Unity | <ul style="list-style-type: none">• Mobile development with Expo and Unity• Networking• Teamwork• Leadership |
|---|--|---|

Work Experience

Accounts Administrative

Assistant

J Huggins and Sons (National Windscreens)

May – September 2018

As part of the accounting office, I worked with the purchase ledger mainly, inputting and sorting invoices into the system, ensuring that at the end of the month the books were balanced. I also worked with their Hubs system, inputting new jobs and communicating with the call centre with any unusual requests, as well as others in the office when entering sensitive billing information that I was unsure about.

Volunteering

Vice President, Game Dev Society

University of Lincoln

2019-2020

During my final year, I ran the Game Dev Society (GDS), a society where people could share and talking about developing games regardless of their discipline. I was responsible for giving several talks over the year about game development, such as Procedural Generation, taking credit for your work and making the most out of

game Jams. As well as talks, GDS also hosted 2 Game Jams every semester, which required organising rooms and themes, as well as promoting the event via posters and announcements at the beginning of lectures for other year groups. With this position, I also had the opportunity to interact with lecturers frequently, getting feedback from them on what we were doing, as well as providing them feedback about their own events and plans, and in some cases give a segment in some of these events like their 'Town Hall Meetings'.

Hobbies and Interests

Gaming

I specifically enjoy social gaming, where I can spend hours online with my friends and chatting, 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 more catch up with each other. 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 enjoy relaxing and designing my own city and defences.

Game Jams

Whenever I get a chance to find a good game jam and have time I join and partake, either solo or with a few friends. I like the challenge that a game jam offers, the time limit often helps reduce the scope, while really testing your abilities to make integrate games and designs. As well as partaking in Game Jams, I also host them, more recently I hosted "Chip N' Jam" to help raise money for the National Video Game Museum in Sheffield and **raised over £300**.

Experimentation Projects

When browsing twitter, I often come across an interesting feature that another developer has recently implemented and wants to share with the community. Some of these features inspire me to give it a go myself, and so I frequently try to implement new features and just really experiment and learn from them. A few projects I've tried in the past, include Sebastian Lague's Planets, Voxel Houses and Game Dev Guides UI & Tweening.

Community

Throughout the last year, I've interacted more frequently with the wider Game Dev Community through a variety of different mediums. I've part of several Game Dev Discord servers, from Lincoln's Game Dev Society, LevelUpUk, Midlands Game Industry and Game Dev Network. I also interact in some Dev Streams, such as Kidred's 'Swords n Magic' development and Freya Holmer. I also use YouTube to watch talks from conventions like GDC or other design talks and development from people like Mark Brown or Sebastian Lague.

References and supporting documents can be provided upon request