# Michael Christie

Hi, I'm Michael, a passionate Gameplay Programmer who enjoys using PCG to create thrilling gameplay moments for players to enjoy repeatedly.

Based around Newcastle, UK
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## EXPERIENCE

### Ace Viral – Senior *Gameplay Programmer*

February 2021 - Present

- Developed and implemented new gameplay moments into new and existing apps. Managed update sprints effectively, allocated tasks proficiently and ensured the timely completion of updates.

- Onboarded and managed new team members into the company, mentoring and offering constructive feedback to facilitate their growth and proficiency.

- Enhanced performance and optimised critical game features to operate seamlessly on various mobile devices. Emphasised code efficiency, structure, and memory management for optimal gameplay experience.

- Conceptualised and implemented creative solutions to address design challenges and introduce new features seamlessly into games.

- Adhered to stringent coding standards and project frameworks to ensure smooth collaboration and seamless transition between multiple programmers.

### Key Skills

- C#
- Unity
- Mobile Development (iOS & Android)
- Version Control – Git
- General Gameplay
- UI
- Performance and Optimisation
- Graphics/Shaders
- Third Party SDK (Firebase, AdMob, Play Services, Discord)
- In House Packages
- S.O.L.I.D principle
- Leadership, Teamwork and Communication
- Teamwork and Communication
- Leadership

## 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

I served 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, effectively 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.