



michael-diaz.github.io



possumhomie.itch.io



github.com/Michael-Diaz



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MICHAEL DIAZ

Technical Designer

CONTACT ME!



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Orlando, FL

SKILLS

Programming:

- C#, Java
- Perforce, Git
- JavaScript, Python, Unreal Blueprints
- C, C++
- CSS3, HTML5, PHP, JSON
- UML

Production:

- Unity, UE4, UE5
- Layouts, Whiteboxing, Set Dressing
- Whiteboarding, Rapid Prototyping
- Canva, Miro, Google Drive Suite, Adobe Suite
- Jira & Atlassian Suite, Trello, Agile Methodologies

EDUCATION

- Bachelor of Science in Computer Science, '22
University of Central Florida
- Master of Science in Interactive Media, Exp. '24
Florida Interactive Entertainment Academy

HOBBIES

I'm a *huge* Tabletop RPG nerd; I'm in a few D&D campaigns and I'm even writing a homebrew pirate-themed one right now!

If you have any systems you're a fan of, I'd love to hear more about them!



STUDENT EXPERIENCE

- **Caesura, Overgrown Studios** (Nov. '23 - Present)
Design Lead
 - Programmed rapid, functional prototypes of the core 'sway' mechanic in Unity, meant to emulate the physical action of bowing a violin
 - Designed a method of non-violent combat in order to adhere to the core pillars of healing and music, all while keeping the player engaged despite not being able to attack
 - Conceptualized various visual effects using Niagara in Unreal and established a consistent visual style alongside the team's art lead
 - Oversaw narrative development throughout the production process to supplement worldbuilding
 - Directed the design team and their tasks using Agile methodologies in Jira in order to meet weekly sprint goals
- **Spectral Sleuth, Gamelab** (Jan. '24 - Apr. '24)
Design Lead & Director of Development
 - Scripted production value in the form of cart affecters and in-engine Unreal blueprint interactions, mimicking physical ride mechanics
 - Assisted level designers in whitebox and layout iterations, providing feedback on set dressing to match the intended final vision
 - Analyzed various existing dark rides to create multiple minigames meant to allow riders to interact dynamically with a Large Language Model AI in a VR setting
 - Consolidated design ideation, art asset progress/references, and enemy state machines into a single Miro board for team-wide reference
 - Organized plans of action to keep the team on schedule and meet each deadline through the use of Trello and Gantt Charts
- **Castellations** (Mar. '24 - Apr. '24)
Producer
 - Programmed a C# tool to convert a CSV file into a custom dialogue manager, loading data entries as quests and conversations with NPCs within the game
 - Integrated an interactive 3D world-space UI to display constellations in a night sky that changed gradually in real time
 - Conceptualized a roguelite game loop where the player's progression takes the form of a persistent world where their actions have lasting consequences for future runs
 - Implemented several modular game systems using the observer, decorator and command design patterns