

Michael Naidoo

CONTACT

- michaelnaidoo04@gmail.com
- michael-naidoo.github.io
- 064-750-4175
- Randburg, GP
- <https://www.linkedin.com/in/michael-naidoo-74123b22a/>

EDUCATION

Digital Arts – Game Design
University of the Witwatersrand
2022-2025 (Graduated)

SKILLS

- UI/UX design
- User research
- Usability testing
- Project management
- System Design
- System Development
- Communication
- Leadership
- Complex Problem Solving

SYSTEM DESIGNER & WRITER

University graduate with 4+ years of experience in system and experience design targeted towards the development of games. I am currently a trainer at Logiscool, having previously served as the Wits Sports Council Secretary, Wits Tang Soo Do Club Chairman, and originally held a similar position to the one I have now at a different branch. I am an aspiring system designer and writer with an expressed interest in how users experience the system or narrative I create.

EXPERIENCE

TRAINER LOGISCOOL SANDTON Oct 2025 – Present

Teaching students basic game design using Roblox as a teaching and development environment. Used Lociscool's Internal development space to translate complex programming concepts into understandable teaching material.

SECRETARY WITS SPORTS COUNCIL Nov 2024 – Nov 2025

Oversaw the administrative processes of the most successful and the most active year of the Wits Sports Council since 2019, hosting 3x more interclub events than in 2024. I also finalised the first official constitution of the Wits Sports Council in almost a decade without one.

CHAIRMAN WITS TANG SOO DO CLUB Nov 2023 - Nov 2024

Led the Tang Soo Do Club through its most financially successful year since the Covid-19 pandemic by increasing the number of revenue-generating events hosted by 50%. In doing this, I also reopened the clubhouse and restructured the social atmosphere to encourage member retention, increasing that by over 100% leading to an increased club income from membership fees.

TRAINER LOGISCOOL BEDFORDVIEW Nov 2023 – Jan 2024

Taught students basic game design using Roblox as an easy teaching and development environment, allowing students with learning disabilities to absorb and retain taught skills.

PROJECTS

Samurai Senshi – A 2D Samurai-based fighting game that uses a combination of weapons with set move sets to create different characters, allowing for the easy expansion of unique-feeling characters.

Social Glow – A 3D narrative game that criticises cancel culture using a dual status system to track and affect the player's progress.

Hillclimb Chicken Horse – A 2D sandbox racing game where you need to replay levels after adding in additional obstacles.

TO VIEW ALL PROJECTS, VISIT MY WEBSITE AT MICHAEL-NAIDOO.GITHUB.IO