

Michael Naidoo

SYSTEM DESIGNER & WRITER

I am passionate about designing engaging systems that users enjoy interacting with, and writing interactive stories that engage complexly with the reader.

CONTACT

- michaelnaidoo04@gmail.com
- michael-naidoo.github.io
- 064-750-4175
- Randburg, GP

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

EXPERIENCE

TRAINER LOGISCOOL BEDFORDVIEW.
Nov 2023 – Jan 2024

Taught students basic game design using Roblox as a teaching and development environment.

TRAINER LOGISCOOL SANDTON.
Oct 2025 – Present

Taught 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.

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. In doing this I reopened the clubhouse and restructured the social atmosphere to encourage member retention, I also facilitated more income generating events than previous years, including highly successful seminars and socials.

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 in recent years. I

also finalized the first official constitution of the Wits Sports Council in almost a decade without one.

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 criticizes 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