

# 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.

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### CONTACT

- michaelnaidoo04@gmail.com
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- 064-750-4175
- Randburg, GP

### EDUCATION

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

### 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.

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**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.

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**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](https://michael-naidoo.github.io)