

# Michael A. Yount

Unity Game Engine developer. 2d game art, animations and environments. 3d model builds and imports. Low poly game assets and animations. 3d game environments and VR development. I am currently studying Front end web development. Html, css, sass, javaScript, nodejs.

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## EXPERIENCE

### Independent Game Development, self — *Game Dev*

FEB 2014 - PRESENT

I have prototyped and developed many projects ranging from small to very large in Unity. I have published several games on itch.io, game dev underground and Newgrounds.

My itch main page: <https://michaelyount.itch.io/>

### Unity Tutorials, self produced — *Instruction*

April 2017 - Present

I have taken my understanding of Unity, Blender, Gimp, Photoshop and produced videos on youTube for beginners to find answers to many skills in game development.

### Q-bots, remote — *Game director, Game environments, UI*

August 2017 - October 2017

In this project I was hired for game environment design and UI. This project was a mmo style other world sci fi. Large 3d maps utilizing Gaia terrain editor. I was able to make a lot of progress before the project collapsed.

Here is a link to a video some of that work:

[https://youtu.be/YeE\\_mwWo7wQ](https://youtu.be/YeE_mwWo7wQ)

<https://youtu.be/U28kWvdl8io>

### Two Students, LLC, remote — *Game Dev*

March 2017 - October 2017

I was tasked to produce several prototypes of various scope. I created a prototype of a robotic assembly line for a VR game. I also produced many hours of work on a 2d platform game "Stray". In this game I created: 2d art and environments, multiple game characters and animations. Game music and sound effects.

Here are some samples of this work:

<https://youtu.be/ug3VYYaUkh4>

## SKILLS

Unity asset development.

3d modeling, rigging and animation.

2d game art, sprite sheet development, rigging.

Game environment, VR experiences.

Blender, Gimp, Photoshop,

Microsoft Office.

Html, css, sass, javaScript

nodeJs, vscode

