

MICHAEL BUNCH

5224 Terrace Trace Ct. Milford, OH 45150 | 513.349.2412 | Michael8818Bunch@gmail.com

Professional Summary

Skilled Technical Lead with 14+ years' in-depth knowledge of 3D Simulations, Serious Games and XR/AR/VR who is excited about focusing career path on game development. Delivery and deployment of 10+ proprietary programs or applications in various sectors such as gaming, military, government, medical, industrial and education. Expert in a variety of languages, platforms and tools with the commended ability to learn, adapt and transition quickly. Passionate about new opportunities to expand skillset within a growing company and provide support to a diverse team.

Technology Summary

- Languages: C#, C++, PHP, JavaScript, HTML, SCORM, Python, CSS
- Software: Windows, Unity 3D, Maya, Blender, Adobe Creative Cloud Suite, GitHub, Tortoise SVN, Jira, Microsoft Office, Visual Studio 2015+,
- Gameplay Programming: Implementation of systems including character controllers, save/load, import/export, item spawning, tutorial walkthroughs, random/dynamic events, achievements, character customization, and quest logic
- UI Programming: Created custom UI interactions as needed for gameplay such as inventory menus, character customizations, lobby screens, and game settings menu
- Networking: Photon, UDP, TCP/IP, Netcode for GameObjects
- Target Platforms: Windows Executable, Android, iOS, WebGL

Professional Experience

KALEIDOSCOPE INNOVATION – Blue Ash, OH

Technical Lead, 2019 – Present

- Promoted from Senior Software Developer to Tech Lead in October 2022
- Technical expert in Unity and C#, troubleshooter, and process improvement coordinator while also acting as trainer/mentor to an inspired team I helped develop
- Provide accurate work estimates, build proof-of-concept features quickly and efficiently, and write technical design documents
- Plan and track progress of sprints in Jira, debug and profile existing code and participate in code reviews to ensure a high quality product
- Implement new features and enhancements for ongoing updates
- Collaborate and effectively communicate with cross functional teams and management
- Manage shifting priorities and maintain best practices with the use of Agile and SCRUM methodologies
- Self-motivated to research new technologies to incorporate in current and future projects
- Developed and maintained complex system for program use, iterating for best user experience possible

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DESIGNING DIGITALLY, INC. – Franklin, OH

Lead Programmer, 2009 – 2019

- 10+ years of Unity and C# experience; using game mechanics to drive user engagement in training simulations and serious games
- Plan, develop, test and maintain E-Learning, 3D Simulation, Serious Game content
- Provide accurate work estimates, build proof-of-concept features quickly and efficiently, write technical design documents, debug and profile existing code

Education

ART INSTITUTE OF OHIO-CINCINNATI – Mason, OH

AS in Interactive Media Design, 2007 - 2009

- President of the Video Game Club – Discussed game dynamics and tutored a group of students outside class in the fundamentals of programming
- Top in class; hired by Professor within his own company (Designing Digitally) for contract work during college and then full time after graduation