MICHAEL BUNCH

5224 Terrace Trace Ct. Milford, OH 45150 I 513.349.2412
Email: Michael8818Bunch@gmail.com | Portfolio: Portfolio | LinkedIn: LinkedIn

---

Professional Summary

Skilled Unity Developer with 15 years' in-depth knowledge of Unity and C# passionate about focusing career path on game development.

Skill Summary

- **Software:** Windows, Unity 3D, Maya, Blender, Adobe Creative Cloud Suite, GitHub, Tortoise SVN, Jira, Microsoft Office, Visual Studio 2015+
- **Platform/Devices:** Desktop, Mobile, WebGL, Meta Quest 1-3, Hololens 2, HTC Vive/Vive Pro
- **Programming:** character controllers, save/load, import/export, item spawning, tutorial walkthroughs, random/dynamic events, achievements, character customization, quests, DOTS, inventory, URP, HDRP, custom game settings
- **Networking:** Photon (PUN), UDP,TCP/IP, Netcode for GameObjects

---

Personal Experience

DCGO – Unity - Card Game Simulator

Lead Developer, 2024 – Present

- Developed deck editing and saving system.
- Created several card effects for new sets as they released.
- Produced a roadmap for schedule of new cards and features.
- Built several editor components for easier development.
- Worked with profiler to optimize bottle necks in code.
- Managed a small group of developers on deadlines, worked on project solo early on.
- Public announcement video: video

MICHAEL BUNCH

5224 Terrace Trace Ct. Milford, OH 45150 I 513.349.2412
Email: Michael8818Bunch@gmail.com | Portfolio: Portfolio | LinkedIn: LinkedIn

---

Professional Experience

KALEIDOSCOPE INNOVATIONS – Blue Ash, OH

Technical Lead, 2019 – Present

- Technical expert in Unity and C#, troubleshooter, team lead, and mentor.
- Built/worked on 10+ projects ranging from desktop applications to VR training games.
- Created editor tools for faster implementation of assets and features.
- Created functions and algorithms for run time level creation.
- Progress tracking/saving data with the use of custom database PHP and JSON formatted files.
- Run time import of file formats including CAD, GLTF, FBX, MP3, MP4.
- Worked with team on Agile methodology, Jira ticket tracking, and code reviews.

DESIGNING DIGITALLY – Franklin, OH

Lead Programmer, 2009 – 2019

- Use of PUN to create a multiplayer RPG for knowledge sharing and training purposes.
- Custom built AI for NPC and complex dialogue trees.
- Successfully connected Unity to an external VoIP system via JavaScript calls.
- Worked to turn written storyboards into captivating cut scene animations.
- Built 5+ enterprise level games for desktop/mobile.
- Worked with Artists and 3D Modelers to provide engaging user experiences.

Education

ART INSTITUTE OF OHIO-CINCINNATI – Mason, OH

AS in Interactive Media Design