MICHAEL BUNCH

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Professional Summary

Skilled Technical Lead with 14+ years' in-depth knowledge of 3D Simulations, Serious Games and XR/AR/VR excited about focusing career path on game development. Expert in a variety of languages, platforms and tools with the commended ability to learn, adapt and transition quickly. Experience in various sectors such as gaming, military, government, medical, industrial and education. 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 INNOVATIONS – 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

DESIGNING DIGITALLY – 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