Michael McCardell

706-304-4633
Michaelmccardell231@gmail.com

Portfolio: https://michaelmccardell.github.io/   Columbus, GA (Open to relocation)

Key Skills

Game Development: Game Modification, Scripting, Game Balance & Tuning, Content Designing, UI Design, Prototyping, Application Testing, Application Coding, Level Design, Adobe Creative Suite, 3DS Max, Maya

Game Engines: Unreal Engine 4, Unreal Engine 5, Unity

Code Languages: Python, Java, Unreal Engine Blueprints, C#, C++

Project Skills: Leadership, Project Management, Calculus-Level Math

Web Dev Languages: HTML, CSS, JavaScript

Education

B.S Game Programming and Development
Southern New Hampshire University
6/28/2021 – 4/1/2024

Work Experience

Volunteer Game Developer at Astro Games Studio | Remote | 5/21/2024 – Present
- Code Development: Produce clean & efficient code for all aspects of game, including AI, gameplay, and UI
- QA: Test and refine projects, ensuring high quality and performance
- Problem Solving: Identify, debug, and solve software issue, contribute to game stability
- Documentation: Maintain comprehensive documentation of development process to support the team and future project needs.

Volunteer Game Developer at Inchworm Games | Remote | 3/21/2024
- Examine game design documentation, build games proposed, advise on changes and/or improvements that can be made

L2 Tech Support Agent at One Support | Remote | 5/9/2016 – 6/3/2021
San Marcos, TX 78666
- Answer calls and walk customers through basic trouble shooting for FIOS TV, FIOS phones, FIOS internet, DSL, and land line phones. If trouble shooting was not successful, wrote orders to ship replacement equipment to customer or scheduled a field tech visit as needed.
- As Level 2, assist Level 1 and new trainee agents with difficult calls, approve trouble tickets for Level 1 agents, answer customer supervisor requests, assist team leader in customer call backs or special case calls