

## Michael McCardell

[michaelmccardell231@gmail.com](mailto:michaelmccardell231@gmail.com)

706-304-4633

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

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### 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

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### Education

B.S Game Programming and Development

GPA 3.77

Southern New Hampshire University

2500 N River Rd, Manchester, NH 03106

6/28/2021 – 4/1/2024

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### Work Experience

Volunteer Advisor

Inchworm Games

(No office address, group owner based out of Portland OR)

LinkedIn page:

[https://www.linkedin.com/company/inchwormgames/?miniCompanyUrn=urn%3Ali%3Afs\\_miniCompany%3A98864583](https://www.linkedin.com/company/inchwormgames/?miniCompanyUrn=urn%3Ali%3Afs_miniCompany%3A98864583)

3/21/2024 – Present

- Examine game design documentation, build games proposed, advise on changes and/or improvements that can be made

L2 Tech Support Agent

One Support

350 Barnes Dr 109, San Marcos, TX 78666

5/9/2016 – 6/3/2021

- 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