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: Project Management, Communication & Collaboration, JIRA
- Web Dev Languages: HTML, CSS, JavaScript

Education

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

Volunteer Work Experience

Director of Programming at VECTOR Interactive Entertainment | Remote 3/19/25 to present
- Lead programmer on upcoming Artima game
- In charge of distributing tasks to other programmers and ensuring tasks are constantly in progress
- Assist other team members with other tasks

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

Work Experience

Business Tech Support agent at Metronet | Remote | 7/22/24 – Present
- Answer calls and assist business clients with remote tech support needs regarding internet and phone connections

L2 Tech Support Agent at One Support | Remote | 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