



MICHAEL POWELL



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Sunbury, VIC 3429

PROFESSIONAL SUMMARY

Highly proficient Game Designer and Quality Assurance Analyst bringing proven history of successfully utilizing latest technologies to create and test exciting content. Highly energetic professional with a meticulous eye for detail. Thorough understanding of current trends in design combined with expertise in research and analytics.

SKILLS

- Experience with Unreal Engine and Unity
- Basic understanding of C# and C++
- Design, development and documentation
- Experience in Adobe Content Creation Tools
- Analytical thinking and Complex Problem Solving
- Communication and Interpersonal Skills

EDUCATION

Graduate Diploma

Psychology

The University of Melbourne, Melbourne, VIC

November 2015

Capstone Project: Education to the Standard of Statistical Power and Effect Size in Psychology, Conducted a meta analysis of studies used in the education of Psychology to compare the statistical strength and effect size with the recommended standard in research.

Bachelor of Interactive Entertainment

Game Design

Qantm College/SAE, Melbourne, VIC

November 2011

PORTFOLIO



<https://michaelpowell89.github.io/portfolio/>

WORK HISTORY

Quality Assurance Analyst

Loup

Melbourne, VIC | September 2021 - Current

- Performed regular sanity and regression tests before weekly release on web and mobile.
- Assisted in constructing automated tests using test rail and cypress with native languages.
- Attend and contribute to regular meetings consisting of sprint planning, competition review and retrospectives.

Game Design/Quality Assurance Analyst

Wicked Witch

Melbourne, VIC | September 2018 - 2021

- Performed thorough inspections across all areas of game throughout development process for 4 shipped titles.
- Documented design and data structure flaws to assist future problem resolution.
- Established documents outlining concept, art, deliverable specifications, game flow charts and overall content to help keep projects moving and teams working together cohesively.
- Experience with Unreal Engine and Unity to create level prototypes and implement new gameplay mechanics while documenting any potential risks.

Web Developer

Free Lance

Melbourne, Victoria | November 2020 - Current

- Coded websites from pre-production to deployment using HTML, CSS, JavaScript, jQuery, EJS and React.
- Conducted testing and review of website design for responsiveness, clarity and effectiveness.
- Converted graphic designs to usable web images using Adobe Photo Shop and Illustrator.
- Employed search engine optimization tactics to increase reach of targeted audience.