






Michael Powell

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

PROFESSIONAL SUMMARY

Enthusiastic Game/Technical Designer thoroughly experienced at converting ideas to prototypes in Unreal Engine using C++ and Unreal blueprints. A driven Game Developer with experience from three AAA game titles and three mobile applications. Poised and committed in carefully analyzing critiques and requests, incorporating feedback and boosting player engagement.

SKILLS

Technical Skills | C++, HTML, CSS, Java, React
Software Proficiency | Unreal Engine, Blender, Adobe Photoshop, Adobe Illustrator, Adobe XD, Atlassian Jira | Confluence
Soft Skills | Communication, Collaboration, Problem-Solving, Critical-Thinking, Research and Analysis, Agile Methodology

WORK HISTORY

WEB DEVELOPER

06/2020 to CURRENT

Freelance

- Designed and coded three websites using Adobe Creative Suite, HTML, CSS, JavaScript, jQuery, and React.
- Planned website development and converted mockups into functional web interfaces by utilizing HTML, JavaScript, and JSON coding for creating usable web presence.
- Managed full-cycle design tasks, from conception in Adobe XD and Illustrator to completion in React.

QA ENGINEER

09/2021 to 07/2023

Centr | Melbourne, VIC

- Collaborated with cross-functional teams to optimize product roadmap through product design, review, implementation, and release.
- Assisted in backlog refinement for both mobile and web platforms, while personally resolving web tasks using React and NextJS.
- Engaged in quarterly hackathons where I was able to design and implement functional prototypes for future enhancements which included playable VR experience in Centr app.
- Fostered culture of cross-functional teamwork, emphasizing test-driven development and striving for enhanced user experience while reducing customer churn.



QA ENGINEER / GAME DESIGNER

09/2018 to 09/2021

Wicked Witch | Melbourne, VIC

- Collaborated with development team and community to research and information gathering to troubleshoot and improve gameplay and player satisfaction.
- Designed, prototyped and presented potential game mechanics for future game title.
- Provided ongoing research and documentation with relevant competitive titles to design future game mechanics and enhance playability and user engagement.

EDUCATION



Graduate Diploma | Psychology

11/2015

University of Melbourne, Melbourne, VIC



Bachelor of Arts | Game Design

11/2011

Qantm College, Melbourne, VIC

REFERENCES



Available on request