Michael McKade Bean

📱 385-393-0205   ✉ yoyoninja@yahoo.com   in www.linkedin.com/in/mckade-bean

🌐 https://ogethel.github.io/   ⓐ https://www.artstation.com/mcblade

VR GAME DEVELOPER/TECH ARTIST

📖 EDUCATION

UTAH VALLEY UNIVERSITY
B.S. In Animation and Game Design | GPA: 3.86 | Magna Cum Laude

Received: May 5th, 2022
Provo, UT

WEBER STATE UNIVERSITY
A.S. In General Studies | GPA: 3.37

Received: April 26th, 2019
Ogden, UT

💼 WORK EXPERIENCE & PROJECTS

ALPHA CODE NINJAS | Job
Game Dev Sensei/Mentor for Kids 6-16

Oct 2022 - Present

- Understand and Guide Students through JS Scripting, Roblox, and Unity Game Dev.
- 3D Print models, solve technical challenges, & preform janitorial duties at the location

CAPTION CALL | Job
Captioning Agent

Dec 2020 - July 2022

- Verbally caption live calls word for word
- Meet performance expectations on all calls and follow up on assigned daily tasks

UVU CAVALRY VR | Demo
Unreal Developer/Modeler/Tech Artist/Texture Artist

Aug 2021 - April 2022

- Use Jira & Excel to manage personal sprint tasks and weekly progress
- Use Github for source and version control, & team collaboration
- Use UE4 Blueprints to script VR menus, HUD UI, VR Character Components
- Develop optimized Trimsheets for realistic VR environment & Setup in engine
- Model, UV unwrap, and texture VR realistic assets & setup in engine

UVU FORENSICS VR | Demo
Unity Developer/Modeler/Tech & Texture Artist

Aug 2020 - April 2021

- Collaborate with UVU forensics department head to meet project expectations
- Use GitHub & Unity for source and version control
- Develop and implement C# scripts for VR investigation tools & Multiplayer
- Model, texture, & optimize VR investigation tools & environment assets

👤 REFERENCES

KEVIN WEBB | TRIDEUM LEAD
kevin@kevinwebbcreative.com

CLAYTON LANTZ | UVU PROFESSOR
clayton.lantz@uvu.edu

💡 SKILLS

Engines	3D Software		Code		Tech Skills	Adobe		Productivity
Unity	Maya	Houdini	C#	HTML	Shader Dev	Photoshop	Indesign	Markdown
Unreal	Substance	Blender	Python	JavaScript	UI	Illustrator	After Effects	Trello/Jira
	Designer	Marmoset	C++	CSS	Git/Perforce	Premiere Pro		Excel/Sheets