



Michael McKade Bean

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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

CAPTION CALL | Job

DEC 2020 - JULY 2022

CAPTIONING AGENT

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

UVU CAVALRY VR | Demo

AUG 2021 - APRIL 2022

UNREAL DEVELOPER/MODELER/TECH ARTIST/TEXTURE ARTIST

- 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

AUG 2020 - APRIL 2021

UNITY DEVELOPER/MODELER/TECH & TEXTURE ARTIST

- 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