ROBERT MICHELS

📞 604 726 9625   @ robert_michels@outlook.com   🔗 rmichels.com

PROJECTS

Amae
📅 05/2020 - 08/2020

Interactive UI prototype and product design of a parenting app.
- Led a team of 5 designers as the project manager.
- Designed the overall product and UX with a user-goal focused approach.
- Designed artifacts including flowcharts, wireframes and user journeys.
- Designed 2 sections of the final high-fidelity mockup (Dashboard & Learn).

Future Earth
📅 09/2020 - 12/2020

VR Unity game, with a mix of combat and unique tree growing mechanics.
- Led a team of 4 designers and developers as the project manager.
- Guided the concept design phase and developed multilayered storyboards.
- Designed and developed VR interactions with UI, and gameplay items.
- Configured lighting, special effects, audio and the environment.
- Increased framerate by 80% by optimizing vfx, lighting, geometry and code.

Harbingers Of Death
📅 09/2020 - 12/2020

Full-stack website, with visitor and member functionality. Developed in the LAMP stack, employing the MVC pattern, and featuring AJAX.
- Developed content pages, and register-, login- and account modals.
- Designed MySQL database structure, implemented backend interface.

Understanding Climate Change
📅 01/2020 - 04/2020

Front-end website, displaying interactive data visualizations driven by D3.js.
- Developed 11 climate data visualizations, including line charts, a stacked area chart, and a choropleth map with data brushing.
- Gathered, validated, cleaned and prepared datasets in Excel.

Cyberview
📅 09/2019 - 12/2019

2D Unity platformer game, featuring combat, puzzles and narrative.
- Designed gameplay mechanics, narrative elements and puzzles.
- Developed the character controller, including a system to manage battery level, body modifications, and story interactions.
- Developed combat and tool interactions such as grabbing and shooting.
- Guided the team as PM, while improving overall playtesting results by 30%.

EXPERIENCE

Barista
Starbucks   📅 07/2017 - 10/2018   📍 New Westminster
- Worked in a fast-paced environment, serving 1000+ customers.
- Gained teamwork and professional experience.

Game Development Intern
SOMMER Antriebs- und Funktechnik   📅 11/2015 - 12/2015   📍 Germany
- Designed a mini-game in 2 months, to showcase the brand at conferences.
- Developed the game using the blender game engine, python and an Xbox Kinect sensor to create the final prototype.

SKILLS

Languages / Frameworks

HTML   CSS   JS   PHP   C#   Java

Unity API   Three.js   D3.js

Tools

Unity   Figma   Adobe CC   Git

Trello   Asana   Rhino   Google Suite

Design Knowledge

Product Design   UX   UI   IxD   IA

User Studies   Empathy Mapping

Journey Mapping   Storyboarding

Wireframing   Prototyping

User Testing   Goal-Oriented Design

Other Skills

SCRUM / Agile   Project Management

EDUCATION

Interactive Arts & Technology
Simon Fraser University   GPA **3.1** / 4.0
📅 05/2016 - 12/2020
- Concentration in Interactive Systems

AWARDS

🎓 **Dean's Honor Roll**
Simon Fraser University

LANGUAGES

English   Fluent

German   Native

Hungarian   Intermediate