

Michael J. Andryauskas

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Website: <http://www.bigmikethedev.com>

Objective:

Create intuitive and appealing user experiences for the digital world.

Education:

Rensselaer Polytechnic Institute (RPI) Troy, NY

Graduated May 2011, GPA: 3.81

Dual BS: Games & Simulation Arts and Sciences/Electronic Arts, Minor: Computer Science

Employment:

Muzzy Lane Software, Newburyport, MA

UI and Content Developer (February 2012-June 2015)

Relevant Experience:

Making History: The Great War

Made with Muzzy Lane Software

Developed the User Interface (programming, design and art asset creation) and some models for this World War I themed turn-based strategy game.

Underground Railroad

Made with Muzzy Lane Software

Designed and implemented the User Interface for this historical roleplaying game.

StudenTopia

Made with Muzzy Lane Software

Designed and implemented the User Interface of a roleplaying game designed to teach children how to eat healthy.

McGraw-Hill Practice Series

Made with Muzzy Lane Software

Implemented the User Interface for a variety of the supplemental software products that accompany McGraw-Hill textbooks.

Game Development I and II

RPI, Spring 2010

Worked on The Factory of Steam, a multiplayer FPS Game with puzzle elements, for the Spring 2010 semester, which won 3rd place at GameFest 2010.

Skills:

HTML, CSS, Javascript, jQuery, C++, XML, Locust, OpenGL, Adobe Flash, Actionscript 3.0, Adobe Photoshop, Adobe Illustrator, Autodesk Maya, UDK, Unity, Lex, Yacc

Leadership:

Shock Jocks

Independent/Hobby Project, released October 14th, 2015

Created a multiplayer iPad game inspired by Pong; appeared in the Boston Festival of Indie Games.

"Rail Brawler"

September 2010-May 2011

Spearheaded video game project for the Kinect that allows the player to change their attributes by holding certain poses that reflects the desired characteristics.