

Michael Andryauskas

Looking to assist in the development of engaging User Experiences

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EXPERIENCE

Muzzy Lane Software, Newburyport, MA

UI/Content Developer/Designer

February 2012 - May 2015

Designed and implemented the content and user interfaces for various educational games (see Projects)

EDUCATION

Bentley University, Waltham, MA

Human Factors in Information Design

September 2016 - Present

Rensselaer Polytechnic Institute, Troy, NY

Game and Simulation Arts and Sciences/Electronic Arts

August 2007 - May 2011

Magna Cum Laude

PROJECTS

Making History: The Great War

UI Developer/Designer

Online multiplayer game where each player takes the role of a nation during World War I, and controls their Military, Alliances, Trade Deals, Infrastructure, and much more.

National Geographic's Underground Railroad

UI Designer/Developer

Online adventure game where grade school students plays as a slave trying to escape to the North in 1850's America.

McGraw-Hill Practice Series

UI Developer/Designer

A set of online games that teaches various subjects to college students, including (but not limited to) Political Science, Operations Management, and Spanish.

Shock Jocks

Designer/Developer/Artist, Hobby project

Sharing a single iPad, players sit across from each other and attempts to hit the ball past their paddle.

SKILLS

Adobe Photoshop CC

Unity3D

Autodesk Maya

Axure

GitHub

AWARDS

Games in The McGraw-Hill Practice series were finalists in many competitions, including the Massachusetts Technology Leadership Council Awards for Innovative Technology of the Year - Ed. Tech in 2013 and 2015

Shock Jocks was accepted into the Boston Festival of Indie Games in 2013 and 2014

Manford van Buren's Factory of Steam won 3rd best in show at the RPI games festival in 2010.

LANGUAGES

HTML5, CSS3, Javascript, C#, JQuery, PHP, MySQL, XML, C++, Git