

# Michael Cabrera

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## EDUCATION

<b>University of Texas at Dallas</b> <i>Bachelor's Degree (Animation and Games), Minor in Creative Writing</i>	<b>May, 2024</b> Richardson, TX
<b>University of Texas at Dallas</b> <i>Master of Fine Arts (Game Development)</i>	<b>Graduating in May, 2027</b> Richardson, TX

## EXPERIENCE

<b>University of Texas at Dallas</b> <i>Teaching Assistant</i>	<b>August 2024 - Present</b> Richardson, TX
<ul style="list-style-type: none"><li>Work closely with professor to facilitate smooth lecture experience each week</li><li>Manage grades and communication with 40-50 students in my section</li><li>Answer class/field related questions, solve problems, save broken projects from the brink of restarting.</li></ul>	
<b>Grimhook</b> <i>Narrative Designer, Writer</i>	<b>May 2023 - December 2023</b> Richardson, TX
<ul style="list-style-type: none"><li>Grimhook is a first-person action-platformer game with a heavy emphasis on satisfying movement, detailed exploration, and a likable pair of protagonists (Grimhook's <a href="#">Website/Steam Page</a>)<ul style="list-style-type: none"><li>Over 1700 reviews (99% positive according to Steam)</li></ul></li><li>Planned the game's plot, developed the characters, and wrote the dialogue despite the limitations:<ul style="list-style-type: none"><li>The game is about 25 minutes in length.</li><li>Wrote expressive dialogue that fleshed out narrative while tutorializing players.</li></ul></li><li>Working beyond the prototype requirements, I ensured the final game would have a satisfying plot while being open to expansion, as the game was conceptualized as the into level to a larger product.</li></ul>	
<b>Cosmic Combat</b> <i>Narrative Designer</i>	<b>August 2024 - December 2024</b> Richardson, TX
<ul style="list-style-type: none"><li>Cosmic Combat is a silly four-player couch party game where players compete in an interstellar arena. Players choose their alien champion and battle for their place in the next pantheon of Galactic Gladiators (<a href="#">AHT.io</a>)</li><li>Outlined the backstory and themes for the Cosmic Combat tournament.</li><li>Wrote and worked with concept artists to design the fan-favorite Bab'ruik (the red guy)</li></ul>	

<b>Data Annotation</b> <i>AI Trainer</i>	<b>December 2023 – August 2024</b> Remote
<ul style="list-style-type: none"><li>Analyzed AI responses to various prompts and provide detailed and accurate feedback</li><li>Work is self-paced and remote, so personal accountability is a must.</li></ul>	

## PROGRAMMING LANGUAGES, SOFTWARE, SKILLS & INTERESTS

- Languages:** C#, Blueprint Visual Scripting, GML, CSS, HTML
- Software:** *Game Engines* - Unity, Unreal Engine 5, Gagemaker. *Version Control* - Github, Perforce. *Misc* - Pro Tools, Maya, Blender, Substance Sampler, Google Docs, Final Draft
- Skills:** Narrative Design, Character Development, Voice Direction, Story Development, Worldbuilding
- Interests:** Tabletop gaming, weightlifting, baking, punk rock, reading dark fantasy