

Michael Cabrera

Michael.Cabrera.0515@gmail.com ❖ (210) 846-7120 ❖ Richardson, TX ❖ [Portfolio link](#)

EDUCATION

University of Texas at Dallas

May, 2024

Bachelor's Degree (Animation and Games), Minor in Creative Writing

Richardson, TX

- 3.85 GPA
- Longtime member of the Student Game Developers Association, Event Coordinator of the Magic: the Gathering Club, senior vocalist in Strings Attached

University of Texas at Dallas

Graduating in May, 2027

Master of Fine Arts (Game Development)

Richardson, TX

- 3.95 GPA

EXPERIENCE

University of Texas at Dallas

August 2024 - Present

Teaching Assistant

Richardson, TX

- Work closely with professor to facilitate smooth lecture experience each week
- Manage grades and communication with 40-50 students in my section
- Answer class/field related questions, solve problems, save broken projects from the brink of restarting.

Grimhook

May 2023 - December 2023

Narrative Designer, Writer

Richardson, TX

- 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 [Website/Steam Page](#))
 - o Over 1700 reviews (99% positive according to Steam)
- Planned the game's plot, developed the characters, and wrote the dialogue despite the limitations:
 - o The game is about 25 minutes in length.
 - o Wrote expressive dialogue that fleshed out narrative while tutorializing players.
- 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 intro level to a larger product.

Cosmic Combat

August 2024 - December 2024

Narrative Designer

Richardson, TX

- 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 ([AHT.io](#))
- Outlined the backstory and thematics for the Cosmic Combat tournament.
- Wrote and worked with concept artists to design the fan-favorite Bab'Ruik (the red guy)

Data Annotation

December 2023 – August 2024

AI Trainer

Remote

- Analyzed AI responses to various prompts and provide detailed and accurate feedback
- Work is self-paced and remote, so personal accountability is a must.

PROGRAMMING LANGUAGES, SOFTWARE, SKILLS & INTERESTS

- **Languages:** C#, Blueprint Visual Scripting, GML, CSS, HTML
- **Software:** *Game Engines* - Unity, Unreal Engine 5, Gamemaker. *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