

Brian Michael

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Portfolio: <https://zclipsecode.github.io/BrianMichael/>

Education

University of Wisconsin-Whitewater

Expected Graduation Date: May 2025

Bachelor of Science

Major: Media Arts and Game Development

Minor: Computer Science

Cumulative GPA: 3.779

Employment History

Game Development Summer Camp Counselor

June 2023

University of Wisconsin-Whitewater Camps and Conferences

- Led informative sessions on game development for both middle and high school campers
- Provided personalized guidance to campers and assisting them with their Unity projects
- Collaborated with fellow camp staff to coordinate events

Web Developer

University of Wisconsin-Whitewater ResNET

May 2023 - Present

- Demonstrated proficiency in HTML and CSS while maintaining websites
- Developed dynamic web applications using PHP and MySQL
- Collaborated with others to handle complex web development projects and implement database administration tasks

Resident Assistant

August 2022 – December 2023

University of Wisconsin-Whitewater Housing

- Created a supportive and inclusive environment in the resident halls
 - Responded and solved residents' needs on an individual and communal level
 - Collaborated with staff as well as leaders inside and out of the complex
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Technology Skills

Languages: C#, C++, Python, HTML, JavaScript, jQuery

Software: Unity

Additional Experiences

M+DEV Game Showcase Exhibitor

November 2023

Max Mallory Foundation Scholarship

May 2023

Created an Art Installation Calculator

January 2023

GSBadgerland GIRLgamers Event Volunteer

November 2022

Game and Media Entertainment Developers Secretary

September 2021 – May 2023

King Chavez Scholar

August 2021 – May 2022