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