

Brian Michael

LinkedIn: <https://www.linkedin.com/in/brian-michael-97346622a/>

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: 3.646

Employment History

IT Helpdesk Associate

May 2024 – Present

Ozinga

- Resolved tickets remotely and via on-site visits, ensuring timely and effective solutions
- Resolved software issues, set up workstations, and imaged/sanitized laptops and PCs
- Automated email workflows with Power Automate and reviewed SQL for database tasks

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

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
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Technological Skills

C#, Unity, C++, Python, HTML, JavaScript, jQuery, PHP, SQL, MySQL, GitHub, Visual Studio

Additional Experiences

Game and Media Entertainment Developers President

May 2024 – Present

- Executive board member of my university's game development student organization

M+DEV Game Showcase Exhibitor

November 2023

- Chosen to present my game Cowboy's Chorus during the M+DEV conference

Created an Art Installation Calculator

January 2023

- Developed a calculator to aid Roberta's Art Gallery's installation process