Brian Michael

brianmic28@gmail.com | (815) 508-1497
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: 3.779

Relevant Employment

Game Developer   January 2024 - Present
GPF Foundation
- Developed a choice-based game targeting young adult audiences using Unity and C#
- Participated in regular meetings to review progress and obtain feedback
- Collaborated remotely with a small team, independently managing hours as one of two programmers

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

Technology Skills

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

Additional Experiences

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

Game and Media Entertainment Developers Secretary   September 2021 – May 2023
- Executive board member of my university's game development student organization