

Bryce Archer

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Education

Computer Science | May 2020 | Michigan State University

University GPA: 3.46

Major GPA: 3.42

- Major: Computer Science; Minor: Game Design
- Awards: Dean's List (Spring 2016, Fall 2018, Spring 2019), Best Animation (OOP)

Skills & Abilities

Languages

- Python, C++, C, C#, Assembly Language, JavaScript, Java, jQuery UI, SQL, PHP, Bash, Linux, Angular, TypeScript, and HTML

Game Development & Design Tools

- Proficient in Unity 3D Game Engine with correlation with Visual Studio Code
- Ableton, Reaper, Logic pro X, and music production tools such as ROLI.
- Experience with implementation of player and enemy controllers, user interfaces, and algorithmic-based and physics-based mechanics

Game Development Projects

Paintings of Athena – Lead Audio Designer/Gameplay Programmer

- First project where I lead creation of music using Logic Pro X and build in loops.
- Programmed calls for SFXs and made them with few built in synths and effects along with free online sources.
- Helped design and program animation manager to smooth out transitions between character animations for character combos.

Lightmind – Lead Gameplay Programmer/Level Designer

- Lead a team of two programmers to develop mechanic-based game in two-weeks
- Took part in two-week prototyping activity to create mechanic-based game in an intense development environment.
- Designed multiple levels using a single base mechanic in a variety of ways
- Programmed the player controller and implemented player physics into necessary interactions.

Forgotten Child – Lead Level Designer/Gameplay Programmer

- Took part in two-week prototyping activity to create mechanic-based game in an intense development environment.
- Created enemy controller involving a ray-cast in a radius to identify player location.
- Implemented a mouse controller to sense mouse movement for enemy stun mechanic.
- Designed level to implement a puzzle based on one of the game's core mechanics.

Magic Cat in a Purple Hat – Lead Audio Designer/Programmer

- Lead team as Lead Audio Designer/Programmer for the spring and fall semesters of 2019.
- Designed and implemented an Audio Manager with a teammate to organize all sounds into playlists and allow for easy audio integration.
- Researched music theory and created music and SFXs using tools such as Ableton, Reaper, and Logic Pro X.
- Programmed calls to music playlists and SFXs to allow for one shot sounds and shuffled playlists.

Professional Experience

Object-Oriented Programming ULA | Michigan State University | Aug 2019 – Present

East Lansing, MI

- Selected through an application process to assist professor with Object-Oriented Programming course for Fall Semester 2019.
- Currently leading help room hours to answer student questions on assignments, in addition to online help and grading.

Customer Program Manager Intern | Harman International | May 2019 – Aug 2019

Novi, MI

- Researched and applied Bluetooth programming in order to successfully recreate an exploit on car head units.
- Used bash, PHP, and HTML to create a database and import it into a website to display information through UI on a self-designed webpage.

Leadership

Alpha Sigma Phi Fraternity

- Held Guardian position, representing one of the nationwide known Fraternity values.
- Contributed to social, rush, new member education, and presidency committees within the Fraternity and organized community events.