**Mike Bunger**

1-(203)-313-5784

bungerm42@gmail.com

www.github.com/bungerm/portfolio

**Skills**

Languages: C++, Python, Java, C#

Environments: Unity Engine, Visual Studio, Android Studio

Areas: Game Development, Android, Algorithms, OOP, Optimization, AI

**Experience**

**Unity Developer** June 2017 – September 2018

**Taylor Communications**

* Unity Engine, C#, Android, VR, AR
* Developed mobile VR environments to showcase promotional products produced

by Taylor Communications

* Optimized performance for mobile VR using frame debugger, profiler, and ADB
* Designed levels, created and implemented assets

**Game Developer** May 2016 – December 2016

**Self Employed**

**Rookfall** - www.rookfall.com

* Unity Engine, C#, Android/iOS
* Designed core gameplay, UI, progression system
* Programmed puzzle solving algorithm, puzzle generator, puzzle editor, gameplay,

progression system, UI

* Implemented all assets, designed/generated all 300 levels

**Education**

**Depaul University** January 2019 - December 2020

Master of Science in Computer Science

**William and Mary University** September 2018 - January 2019

**Quinnipiac University** September 2013 - May 2016

Bachelor of Arts in Game Design and Development

**Union College** September 2009 - May 2011