MICHAEL NEVINS
TECHNICAL DESIGNER

EXPERIENCE

Ghost Story Games 2016-2018
UI Design Scripter
- Worked on announced title: Judas
- Implementation of gameplay features in Unreal
- Design and implementation of UI
- Utilizing Blueprints and C++

Sony Santa Monica 2018-2020
Associate Technical UI Designer
- Shipped God of War (2018)
- Design and Implementation of UI (Lua/C++)
- Narrative Scripting (Lua)
- Tools Implementation (C++/C#)

Sike Games 2014-Current
Co-Founder
- Working on unannounced title
- Only fulltime developer on systems driven game
- Project made with Unreal
- Tutored animator from no scripting skillset up to a fully capable scripter in Blueprints
- Created 3D art assets, music, SFX

SKILLS

Gameplay Systems
Technical Art
UX/UI Design

C++
Unreal Blueprints
C#
Python
Lua

SOFTWARE

Unreal	Unity
Blender	Maya
Houdini	ZBrush
Photoshop	Substance
Ableton	

CONTACT

Mikeknevins@gmail.com

EDUCATION

Game Programming (BS 2024)
Illustration

Academy of Art
University San Francisco

INTERESTS

AI
Art + Music Production
Martial Arts