MICHAEL NEVINS

SOFTWARE DEVELOPER

EXPERIENCE

Independent Development 2020-Current

- Leading development of two independent games
- Contract work
- Gameplay Programming/Blueprints/Design
- Inventory/Equipment/AI/Dialogue/Camera systems
- Data-Oriented Optimization
- Projects made with Unreal 5

Ghost Story Games Sept 2018- June 2020
UI Design Scripter

- Worked on announced title: Judas
- Design, implementation, architecture of UI
- C++ and Blueprints
- Design/Implementation of gameplay features in Unreal
- Physics/Camera/UI/Animation Systems

Sony Santa Monica Aug 2016- May 2018
Associate Technical UI Designer

- Shipped God of War (2018)
- Design, Implementation, Optimization of UI (C++/Lua)
- Camera and UI animation Blending System
- Narrative Scripting (Lua)
- Tools Implementation (C++/C#)

SKILLS

Gameplay Systems
Optimization
User Interface
Technical Art

C++
Unreal Blueprints/UMG
Python
C#
Lua

SOFTWARE

Visual Studio
Unreal   Unity
Blender   Maya
Houdini   ZBrush
Photoshop   Substance
Ableton

CONTACT

www.kvick-games.com

EDUCATION

Game Programming (BS 2024)
Previously Illustration
Academy of Art
University San Francisco

AI & Machine Learning
Bootcamp (2023)
Caltech CTME

INTERESTS

AI/PCG/Math
Art + Music Production
Martial Arts