

# MICHAEL NEVINS

TECHNICAL DESIGNER

## EXPERIENCE

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**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

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Gameplay Systems

Technical Art

UX/UI Design

C++

Unreal Blueprints

C#

Python

Lua

## SOFTWARE

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Unreal

Blender

Houdini

Photoshop

Ableton

Unity

Maya

ZBrush

Substance

## CONTACT

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## EDUCATION

Game Programming (BS 2024)  
Illustration

Academy of Art  
University San Francisco

## INTERESTS

AI  
Art + Music Production  
Martial Arts