

MICHAEL NEVINS

TECHNICAL GAMEPLAY DESIGNER

EXPERIENCE

Technical Designer

Ghost Story Games

Worked on announced title: Judas
Implementation of gameplay features in Unreal
Design and implementation of UI
Utilizing Blueprints and C++

Technical UI Designer

Sony Santa Monica

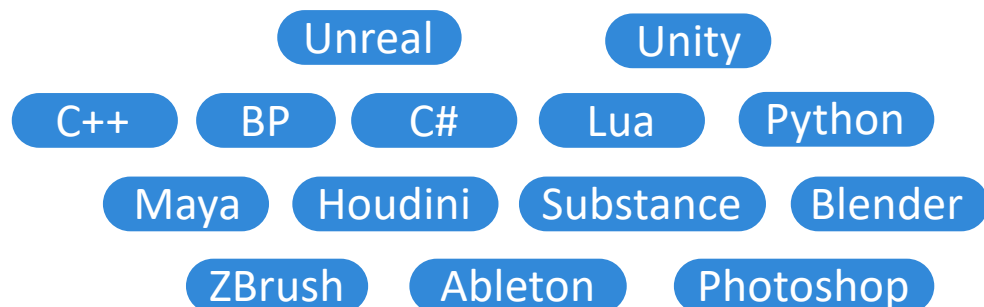
Shipped God of War (2018)
Design and Implementation of UI (Lua/C++)
Narrative Scripting (Lua)
Tools Implementation (C++/C#)

Co-Founder

Sike Games

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
Create 3D art assets, music, SFX

SKILLS



CONTACT

925 262 7444

mikeknevins@gmail.com

EDUCATION

Game Programming
Illustration

Academy of Art
University San Francisco

INTERESTS

AI
Art + Music
Martial Arts