

MICHAEL NEVINS

TECHNICAL GAMEPLAY DESIGNER

EXPERIENCE

Ghost Story Games

2016-2018

Technical Designer

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

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