

# Michael Hayes



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## Skills

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- Unity Engine
- Management / Supervisor
- Agile (Trello & Jira)
- C#
- Photoshop
- Figma
- Unreal Engine
- SQL
- C++

## About Me

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Games Programming student / indie developer looking to enter the games industry as a programmer. Experience working on small indie projects alone.

Experience as scrum master within a school projects; Realm Runner & Laser Beat VR.

Experience managing multiple small teams in the fire sprinkler industry.

## Experience (References on request)

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### Indie Game Developer / Student

Sep 2022 ~ Present

Laser Beat (Unity - VR - Android - Using Liminal VR SDK)

- Co Lead / Scrum Master / Player Input - Shooting Programmer & Visual Design

Realm Runner (Unity - 3d Platformer - PC)

- Scrum Master / Level Design & Creator / Puzzle & Systems Programmer

Rock, Paper, Scissors, Shoot! (Unity - Puzzle - PC)

- Solo Project: Gameplay / UX & UI Programmer & Designer

### Junior Project Engineer (Fire Sprinkler Protection)

Jun 2017 ~ Aug 2019

Argus Fire Protection Co Ltd, London, UK

- Managed small teams to complete installation and commissioning works

## Education

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### BSc (Hons) Games Programming

Sep 2022 ~ Present

SAE Institute, London, E8 4DD

- Using Unity Engine with C# and Unreal Engine with Blueprints & C++.
- Current Grade - First
- Student Representative

### Digital Skills Bootcamp

Oct 21 ~ Feb 2022

New College of the Humanities, London, E1W 1J P

- Database Management, SQL and ServiceNow.