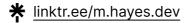
Michael Hayes



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michaelhayes322@gmail.com

Skills

Unity Engine

C#

Unreal Engine

Management / Supervisor

Photoshop

SQL

• Agile (Trello & Jira)

Figma

Korean (Intermediate)

Education

BSc (Hons) Games Programming

SAE Institute, London, E8 4DD

• Using Unity Engine with C# and Unreal Engine with Blueprints & C++.

Sep 2022 ~

Present

· Current Grade - First Student Representive

Digital Skills Bootcamp

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

Oct 21 ~ Feb

2022

• Database Management, SQL and ServiceNow.

About Me

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.

Work Experience (References on request)

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

Project Gladiator 2D (Unity - Pixel Shooter - PC)

• Solo Project: Gameplay Programmer & Designer

Project Gladiator 3D (Unreal - Shooter - PC)

Solo Project: Gameplay 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