Michael Hayes

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Skills

- C#
- Github
- Agile, Trello, Jira & Hansoft
- C++
- Unity
- Figma
- SQL
- Unreal
- Management / Supervisor

About Me

Indie developer looking to enter the games industry as a programmer. Experience working on small indie projects and commercial games. Has experience as scrum master within a school projects. Has experience managing multiple small teams in the fire sprinkler industry.

Experience   (References on request)

Indie Game Developer / Freelance   Sep 22 ~ Present

Freelance Projects (Unreal, C++, Perforce, Github & Miro)
- Prototyping and Stage checks to make sure suitable for client's game project

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) Nominated for SAE Global Best Game
- Scrum Master / Level Design & Creator / Puzzle & Systems Programmer

Multiple Projects (Unity C#, Unreal & Raylib C++)
- Game Jams: General Programming

Junior Project Engineer (Fire Sprinkler Protection)   Jun 17 ~ Aug 19

Argus Fire Protection Co Ltd, London, UK
- Managed small teams to complete installation and commissioning works

Education

BSc (Hons) Games Programming (Grade: First)   Sep 22 ~ Aug 24

SAE Creative Media Institute, London, E8 4DD (Credited by University of Hertfordshire)

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

UE5 Skills Bootcamp   Sep 24 ~ Oct 24

I N F I N I T Y 27, Gateshead, NE8 3DF

- Using Unreal Engine 5 with Blueprints and C++ to create spells for the player character on the game SAMSARA®