Michael Hayes

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Skills

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

Education

BSc (Hons) Games Programming
SAE Institute, London, E8 4DD
- Using Unity Engine with C# and Unreal Engine with Blueprints & C++.
- Current Grade - First
- Student Represetive

Sep 2022 ~ Present

Digital Skills Bootcamp
New College of the Humanities, London, E1W 1J P
- Database Management, SQL and ServiceNow.

Oct 21 ~ Feb 2022

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