MICHAEL KINYON

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PROJECTS

GAMEPLAY PROGRAMMER

4 Day Jam - May 2023

CORNered - *2.5D Shooter with Corn-themed Zombie Elements (Team of 5)*

Sole programmer working with a team of 3 artists and a sound designer

- Designed and implemented three distinct weapons - a scythe for dashing, a shotgun for wide-range damage, and a flamethrower for precise continuous damage.
- Created a dynamic environment with destructible furniture, walls that could be destroyed and rebuilt, and wandering animals prone to explode.
- Developed four enemy types, including a popcorn/skull-themed boss with three forms, using *Astar Pathfinding Project* for variable paths in a destructible environment.

GAMEPLAY PROGRAMMER

Aug 2018 - Dec 2019

20XX MAXX - *Local Multiplayer Car-Based Battle Arena (Team of 6)*

Developed for the Xbox Creator's Program

- Designed a camera with heavy use of interpolation and adaptation to its environment for a fast-paced combat environment with multiple players.
- Developed a customization system using C# and Unity's ShaderLab that adapted an art package, allowing players to choose 100+ combinations and express themselves through their car.
- Refined the UI of all 6 cars with improved visuals and enhanced readability to better fit the design and theme of the game.
- Devised a replay system using Unity's Tool framework in order to analyze and review playtest data and iterate designs faster.
- Helped pioneer Xbox One development at DIT and worked with Xbox Creator's Program to target and run the game on Xbox hardware.

TOOLS PROGRAMMER

Aug 2017 - Apr 2018

Cut, Copy, Paste - *2D Puzzle-Platformer (Team of 7)*

Showcased with the DigiPen's Arcade Booth at PAX West 2018

- Developed a fully featured level editor to support a custom engine using ImGUI and C++ in order to support designers and decrease iteration time significantly.
- Improved the editor with designer requested features to create 100+ unique objects and 10+ unique levels.
- Designed an interactive level selection screen that showcased each level along with a high-score and timing system for replay-ability.
- Developed a custom graphics engine from the ground up with OpenGL in C++ to create multi-pass, post-processing effects.

EDUCATION

Bachelor of Science in Computer Science and Real-Time Interactive Simulation

DigiPen Institute of Technology • Minor in Mathematics

Graduated Apr 2020

SKILLS

- **General:** Problem Solving, Teamwork, Leadership, Time Management
- **Languages:** C, C++, C#
- **Engines:** Unity, UE4
- **Version Control:** SVN, GIT, Perforce
- **APIs:** ImGUI, OpenGL