Michael Freaney

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Objective

Seeking a position as a Physics-based Animation Programmer to apply existing experience with low-level problem solving and creating a pipeline for immersive experiences enjoyed by many people.

Work Experience

- **NetEdgeVR** — Houston, TX
  VR Engineer — *December. 2020 - Current*
  - Explored technical design of game-like software through job training programs.
  - Managed a large codebase and pushed production builds to demo for clients.
  - Produced a C# tool for creating texture atlases to be applied to books in a library.
- **Texas A&M LIVE Lab** — College Station, TX
  Dev/Programming Team — *Sept. 2020 - Nov. 2020*
  - Collaborated on a team of 5 programmers via source control such as Plastic SCM.
  - Communicated with other development teams such as concept, design, production, and art.
  - Applied outside expert research and knowledge to the creation of educational games.

Education

- **Texas A&M University** — College Station, TX
  B.S. Computer Science; Minor in Game Design & Development; GPA: 3.959 — *Aug. 2018 – May 2022*

Involvements

- **Texas A&M Game Developers**: Internal Development Officer: Run the semester game jam, teach workshops, mentor newer members on the development process.
- **Gamemaker's Toolkit Game Jam**: Participated in 2020 and 2021.
- **Texas A&M Jazz Ensemble**: Performed with other students in 4 concerts per year through each school year.

Skills

- **Languages**: C++, C#, Python, GLSL (OpenGL) **Technologies**: Unity, UE4, PDDL, Git, PUN

Projects

- **Sound Barrier**:
  - 3D stealth/puzzle shooter made for Texas Aggie Game Developers' Fall 2020 Game Jam.
  - Used state machine AI to form a realtime stealth experience.
  - Won 2nd place.
- **Single-Image Raytracer**:
  - C++ program for creating raytraced lighting on still images.
  - Supports reflective and refractive materials.
  - Extensively used object oriented programming principles to organize code.
- **Break the Targets**:
  - Final Research Project for Computer Animation
  - OpenGL application that simulates Perlin Noise generation of a terrain on a B-spline surface.

Coursework

Linear Algebra, Design & Analysis of Algorithms, Intro to Operating Systems, Competitive Programming, Computer Graphics & Animation, AR/VR Development, Artificial Intelligence, Game & Level Design