

Michael Freaney

Portfolio: <http://michaelfreaney.com>

Email : michael.freaney324@gmail.com

Mobile : (281) 813-1359

OBJECTIVE

Seeking a position as a Games 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