MICHAEL GENTRY
Technical Designer

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💻 Portfolio

📍 6707 Palo Alto Ln. San Diego, CA 92114

EDUCATION

Game Design B.S.
Full Sail University
2021 - 2023

EXPERTISE

Unreal Engine

Source Control

Confluence

Jira

C++ / C#

Bug Squashing

Game Balancing

Professional Summary

I work as a creative technical designer, dedicating my time to personal projects and an internship. My focus is mainly on Unreal Engine, handling agile documentation using Confluence and tracking rapid development through Jira. For project management, I prefer using source control, particularly Perforce, and primarily concentrate on AI, combat, and UI aspects.

2023
Retro Ravens
Technical Designer
In 2023, I worked with team Retro Ravens producing our first game using **Unreal Engine**. I handled the AI, UI, and some of the combat system. Team information was handled in **Confluence** while tasks and bugs were tracked in **Jira**. Our choice in source control was **Perforce**.

2023 - Present
Game Group, LLC
Technical Designer
Game Group has been a pleasure to work with. We are a small indie company, and our game is currently in development. We utilize the same systems I used with Retro Ravens. I currently am the lead Technical Designer specializing in all things such as AI, UI, Combat, Level Design, and Mechanics.