

Michael Keller

Software Developer

Skills

- Creative problem solving skills, holistic thinking.
- Experience with an agile development workflow
- Experience writing pre-production and post-production documentation
- Effective navigation of APIs
- Positive attitude

Proficiency

- User focused design – Unity
- Object Oriented programming – C#
- Front end web development – JavaScript, HyperText Markup Language, CSS
- Visual Editing software - Flash, Maya, Photoshop, Illustrator, Premier, Blender
- Experience in other programs- PHP, Twine, FL-Studio, Audacity

Recent Projects

- *Time Tear* (Unity, C#). Created enemy artificial intelligence, user interface functionality, tools to help other designers improve efficiency of level creation, puzzle design/integration, sound creation/implementation.
- *Rogue Robot* (Unity, C#). Created enemy artificial intelligence, player controller, User Interface functionality, sound implementation, 3D models/textures.

Work Experience

2016 - Present : **UCF Housing**, Residence Hall and Apartment Patrol (Orlando, Florida)
2015 - 2016 : **Duffy's Sports Grill**, Expo (Orlando, Florida)
2014 - 2015 : **Salsa to Go**, Chef (Orlando, Florida)
2013 : **Alaganik LLC**, Crewmember (Cordova, Alaska)

Education

2018: **Digital Media BA - Game Design**, University of Central Florida
2013: **International Baccalaureate diploma**