Michael Keller

Software Developer

MDK.Programming@gmail.com

SKILLS

- Unity 3D
- UI Implementation
- Feature Development
- Multi Platform App development
- Performance Optimization

EXPERIENCE

Neoware, Oviedo— *Unity Software Developer*

NOV 2018 - APR 2019

- UI Implementation.
- Code/Design with Augmented Reality Frameworks.
- Feature development.
- Memory Profiling/Performance Optimization with Unity Profiler and BitBucket (Unity) Profiler.
- Build mobile applications (Android and IOS).
- Build platform specific code (Android and IOS).
- Quality Assurance testing and bug write-ups.
- UI Animation

Cubic, Orlando— *Technical Producer Intern*

MAY 2018 - SEP 2018

- Gather, analyse and report metrics
- Assist in requirements analysis
- Document the requirements for a training system
- Solve real world optimization problems using Unreal Engine.
- Assign Tasks
- Create sprint velocity reports

EDUCATION

University of Central Florida, Orlando— *Digital Media: Game Design*

SEP 2013 - MAY 2018

PROJECTS

Wonderly — *IOS/Android App*

Neoware - Developer

AR application allowing users to create AR experiences in real time. Implemented UI, some features, and optimized memory..

Dragon's Den — *IOS/Android App*

Neoware - Lead Developer

SLAM based AR experience. Implemented Features, UI, Task management.

Goodnight Dragon— *IOS/Android App*

Neoware - Lead Developer

Multiplayer AR scavenger hunt. Implemented Features, UI, Task management.

Twitch Chess— *Windows standalone application*

Personal

Realtime 1 vs. many chess game using Python. Twitch streamer vs chat.

LANGUAGES

C#, Java, Javascript, Python, PHP, SQL