

Michael L'Estrange

Game Developer | Game Designer | Game Programmer

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EXPERIENCE

Game Developer

Remote

CornBilt Games

04/2023 - 07/2023

- Optimized, overhauled, and implemented bug fixes on Flite's flagship golf product for their latest release software.
- Collaborated with a team of 4 developers to standardize an existing code base and scene set to increase usability for players, and profit generation for the business.
- Cleared backlog of over 200 Jira tasks in < 3 months, paving the way for future development for Flite's software.

Game Programmer

Remote

DeMeta

04/2022 - 03/2023

Collaborated with industry veterans such as Chris Spears (Shroud of the Avatar) in an effort to create a new generation MMORPG.

- Developed core combat architecture, camera controls, and character movements on server for 'Iron and Magic'.
- Created agile sub-systems with designers that allowed for continuous and versatile improvements based on ever-changing project requirements and goals.
- Systems were developed with Unity's new networking, 'Netcode for GameObjects'.

Game Programmer

Hybrid

BlokParty

10/2019 - 09/2021

- Lead game developer and programmer for 5 concurrent projects resulting in managing timelines and milestones, ensuring the release on Blokparty's proprietary console hardware.
- Collaborated with artists and designers creating tools that allowed for greater artistic expression and allowed for more complex and vibrant designs to be shipped with the final product.
- Implemented and optimized all game play mechanics and architectural structure of 5 released projects.
- Managed the build and release of 5 projects followed with versioning, patching, hardware testing, performance optimization, and bug fixes.
- Collaborated with executives to create user data flows across all released products on BlokParty's console, to gauge user game play analytics and touch points for revenue generation.

PROJECTS

Iron & Magic

DeMeta

The game Iron and Magic at DeMeta, is planned to be a new generation MMO built by industry veterans and supported by the Ultima's creator Richard Garriott.

Splodey

BlokParty

Developed using Unity, "Splodey" offers an engaging and competitive experience, combining elements of strategy, positioning, and explosive action. "Splodey" aims to provide hours of entertaining and adrenaline-filled gaming sessions for players of all skill levels.

Set

BlokParty

In "Set", this classic game play is brought into a digital format, allowing families to enjoy the game together on their device. Players can compete against each other. The digital version consists of features such as game hints for beginners, and customized difficulty levels.

Hearts

BlokParty

The digital adaptation of "Hearts" brings the classic card game to BlokParty's proprietary console, offering players an immersive experience with intuitive interfaces and customizable features

Ticket To Ride

BlokParty

The digital version of Ticket to Ride brings the beloved board game to life on BlokParty's proprietary console, offering players an immersive and convenient way to enjoy the classic railway adventure.

SKILLS

Game Programmer

Expertise in developing architecture and systems for use in development to align theoretical design to development.

'Unity' Game Developer

Deep understanding of Unity engine standardized practice, organization, systems (Audio, Animation, Pathfinding, Builds, Optimization, and Tooling).

Tools

Jira, Git, GitHub, Bitbucket, Perforce, Unity Engine, Visual Studio, Confluence

Design

User Testing, User Research, User Analytics, Wireframe/Prototyping, Information Architecture

Gaming

Experienced playing a wide variety of games, combined with my technical background which gives me a unique perspective on player facing industry mechanics. As well as valuable insights on game mechanics as they shift between products within different genres.

Engineering

Agile/scrum methodologies, Waterfall methodologies, API, C#, C++, Java Script, HTML, CSS, Java