

MICHAEL MEKIES

DETAILS

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PROFESSIONAL SUMMARY

Lead Full Stack Developer with over three years of experience at ARVision Games, leading the development of ARiddle from the ground up. Founder of Afia, with a released project and more in development. Expertise in Unity, C#, C++, Python, and JavaScript, with experience managing boards, repositories, and pipelines using Git and Azure DevOps. Adept at handling complex systems, monetization strategies, user engagement, and ERP systems in AR and 3D games. Fully bilingual in English and French.

KEY SKILLS

Programming Languages: C#, C++, Python, JavaScript, Ruby, Visual Basic.NET (asset)

Used in ARiddle (ARVision Games) and FlyVellas (Afia)

Web Development: ASP.NET (Web Forms & MVC), HTML5, JavaScript, CSS, SQL

Tools & Frameworks: Unity, ARKit, ARCore, Firebase, RESTful APIs, Git, Microsoft SharePoint (asset)

Used in ARiddle and FlyVellas

Game Development: Augmented Reality (AR), Localization, In-App Purchases, Subscriptions, Monetization

Used in ARiddle and FlyVellas

Database Systems: Microsoft SQL Server, Excel VBA (asset)

Systems: Windows Server 2008+, Internet Information Services, Active Directory Domain Management (asset), MES, ERP, and PLM Systems

Development Practices: Agile Methodologies, Full Stack Development, UI/UX Design, API Integration, Git, DevOps
Used in ARiddle and FlyVellas

Soft Skills: Bilingual (French/English), Fast Learner, Ability to Work Under Pressure, Team Collaboration
Used in ARiddle and FlyVellas

PROFESSIONAL EXPERIENCE

Founder & Lead Developer, Afia — Montreal
2024 – Present

- Released *Flyvellas*, a platform-based game developed using Unity, C#, and an in-house custom framework.
- Managed the project lifecycle from development to release, utilizing Git and Azure DevOps for version control and project management.
- Currently working on multiple other projects, with plans to release them by Q4 2024.

Lead Full Stack Developer, ARVision Games — Montreal
July 2021 – Present

- Created the entire framework for *ARiddle*, an augmented reality mobile platform, leading its development from concept to launch on iOS and Google Play.
- Developed multiple game modes in AR and 3D, creating hundreds of components in C# to enhance gameplay and user experience.
- Managed boards, repositories, and pipelines using Azure DevOps, and used Git to manage commits and version control.
- Designed and implemented key features, including monetization strategies, in-app purchases, subscriptions, a custom player avatar system, coupon systems, and localization tools.
- Worked on multiplayer states and managed APIs, such as PlayFab and custom Drupal website APIs.

- Led the management of backlogs and sprints, ensuring timely delivery of features, and managed content on a custom Drupal site.
- Designed and implemented custom image-tracking content, contributing to the platform's overall functionality and player engagement.
- Played a key role in bug fixes, ensuring a smooth and stable gaming experience for users.

Senior Eventor, SportsLogiq — Montreal
June 2018 – April 2020

- Delivered real-time analytics for NHL, AHL, and CFL events under high-pressure conditions.
- Finalized post-period analytical data within five minutes, ensuring timely and accurate reporting.

Assistant Manager, Cinema Guzzo — Dollard-Des Ormeaux
June 2010 – May 2018

- Oversaw movie scheduling, end-of-day reports, and customer service, contributing to the cinema's smooth operations.

CERTIFICATIONS

Front-End Engineering with React, CodeSignal — September 2024

This learning path prepares beginners to master React for frontend engineering, advancing from basics to complex topics, enabling learners to create interactive and scalable web applications.

EDUCATION

Bachelor of Computer Science (Computer Games Option) — Concordia University, Montreal

- Extensive experience in C++ and Python during coursework.

Diploma of Collegial Studies (DCS) in Applied Physics — John Abbott College, Sainte-Anne-de-Bellevue

High School Diploma (DES) — Lindsay Place High School, Pointe-Claire (Honor Student)

LANGUAGES

English (Fluent)

French (Fluent)

HOBBIES & INTERESTS

Gaming, Cooking, Working Out