**MICHAEL MEKIES**Dollard-Des Ormeaux, Canada  
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Portfolio: <https://mmekies.github.io/>  
Afia Studios: <https://afiastudios.itch.io/>

### **PROFESSIONAL SUMMARY**

Accomplished Lead Full Stack Developer with over three years of expertise in AR, game development, and full-stack systems. Spearheaded the development of ARiddle at ARVision Games and founded Afia, delivering innovative projects like *Flyvellas*, *Plinko*, and *BlackJack*. Proficient in Unity, C#, C++, Python, JavaScript, and managing DevOps pipelines with Git and Azure. Proven ability to lead projects from concept to launch, while optimising user engagement and monetization strategies. Bilingual in English and French.

### **KEY SKILLS**

* **Programming Languages**: C#, C++, Python, JavaScript, Visual Basic.NET (asset)  
  *Used in ARiddle, Flyvellas, Plinko, BlackJack*
* **Web Development**: ASP.NET (Web Forms & MVC), HTML5, JavaScript, CSS, SQL
* **Tools & Frameworks**: Unity, ARKit, ARCore, Firebase, RESTful APIs, Git, Microsoft SharePoint (asset)
* **Game Development**: Augmented Reality (AR), Localization, In-App Purchases, Subscriptions, Monetization
* **Database Systems**: Microsoft SQL Server, Excel VBA (asset)
* **Systems**: Windows Server, Active Directory, MES, ERP, PLM
* **Development Practices**: Agile Methodologies, UI/UX Design, API Integration, Git, DevOps
* **Soft Skills**: Bilingual (French/English), Fast Learner, Adaptable, Team Collaboration

### **PROFESSIONAL EXPERIENCE**

**Founder & Lead Developer, Afia** — Montreal  
*2024 – Present*

* Launched *Flyvellas*, a platform-based game developed using Unity and a custom framework, leading from concept to market.
* Released *Plinko* and *BlackJack* (October 2024), further expanding Afia’s portfolio with feature-rich, engaging game experiences.
* Directed all project phases, from planning through to post-launch, optimizing game profile on Itch.
* Utilized Git and Azure DevOps for streamlined version control and project management across multiple projects.

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

* Engineered ARiddle, an augmented reality mobile platform, driving it from initial concept to full deployment on iOS and Google Play.
* Enhanced gameplay with hundreds of C# components, integrating AR and 3D elements to elevate user immersion.
* Boosted monetization by designing subscription models, in-app purchases, and a coupon system.
* Led cross-functional teams through Agile methodologies, managing project backlogs, content creation, and sprint cycles.
* Managed key integrations like PlayFab for multiplayer states and a custom Drupal API, scaling the app’s functionality to support a growing user base.
* Ensured high-quality user experience by implementing localization tools and fixing critical bugs.

**Senior Eventor, SportsLogiq** — Montreal  
*June 2018 – April 2020*

* Delivered real-time sports analytics for NHL, AHL, and CFL events, ensuring data accuracy under strict deadlines.
* Reduced post-game data processing time by 30%, improving delivery efficiency.

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

* Led daily operations, including staff management, scheduling, and customer service, ensuring a positive experience for thousands of cinema-goers.

### **CERTIFICATIONS**

* **Front-End Engineering with React**, CodeSignal — *September 2024*Developed expertise in building scalable and interactive web applications using React, enhancing UI/UX design and performance.

### **EDUCATION**

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

* Extensive hands-on experience in C++ and Python, with a focus on game development and interactive systems.

**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