



Michael Schmitt

"It would be difficult to find a more trustworthy, hardworking, and intelligent person to join your team."

-Mike Boulet

Senior Software Engineer
Youth Digital

"Michael is one of most capable people I've ever worked with. He picks up new skills incredibly quickly, regardless of how far they are outside of his current comfort zone."

-Aaron Sharp

Head of Product Development
Youth Digital

"I've used Airbnb many times over the last few months, and I can honestly say Michael has been my favorite host thus far... I would strongly recommend staying here and if I make it back up this way, I'm certainly staying with Michael again."

-Benjamin

Airbnb Guest

Contact Michael:

schmitt.michael.r@gmail.com
919.868.6666

PROFESSIONAL EXPERIENCE

Lead Game Designer & Developer, [Too Much Tomato](#)

Durham, North Carolina — July 2017 - Present

- Contracting with [SkyFarm Interactive](#) to develop interactive storybooks
- Designing and developing puzzle game [The Machine's Garden](#)
- Developing web games for community game jams and other events

Game Developer, Suraksham

Morrisville, North Carolina — Feb 2017 - April 2017

- Developed and published an [original game](#) for iOS and Android

Instructional Designer (Contract), UNC-Chapel Hill

Chapel Hill, North Carolina — April 2017 - July 2017

- Collaborated with UNC to create online university courses

Instructional Designer, Youth Digital

Chapel Hill, North Carolina — April 2015 - Jan 2017

- Designed and produced online technology courses for children aged 8-14
- Managed a production team to create the [Mod Design: Dimensions](#) course
- Developed computer programming curriculum for the [Unity](#) game engine
- Developed Java programming curriculum for the [Server Design 1](#) course
- Created tutorials and activities for [Character Animation 1](#) and other courses
- Managed QA process, coordinating between testers and production team
- Consulted with subject-matter experts to design authentic curriculum

Teacher

May 2013 - April 2015

- Taught English language classes at ten public schools in rural Japan
- Led week-long intensive Minecraft Mod Java Development summer camps
- Served as a substitute teacher at a (K-8) charter school
- Provided quality one-on-one tutoring for elementary and middle school students
- Taught small classes of students (K-6) English grammar, reading, and writing
- Provided support to individuals with developmental and intellectual disabilities

PROJECT PORTFOLIO

Online Courses

[Mod Design: Dimensions](#) (2016)

[3D Game Development 1](#) (2016)

[3D Character Animation 1](#) (2015)

[Server Design 1](#) (2015)

Game Development

[Development Portfolio](#)

[Itch.io Profile](#)

[About Page](#)

EDUCATION & SKILLS



University of North Carolina - Chapel Hill, NC

Bachelor of Science in Psychology with a Minor in Music — 2013

- Experienced with Java / C# / JS / HTML5 / PHP
- Working knowledge of Japanese and Spanish languages
- Proficient with Adobe Captivate, Adobe Premiere, Adobe Photoshop, Ableton Live, Unity 3D, Articulate Storyline, and Camtasia Studio