

David A. Muraoka

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PROFILE

- I am a senior at Michigan State University looking for a job to develop my game design skills for June 2017.

EDUCATION

- **Michigan State University:** (Expected Graduation: 2017) East Lansing, MI
Media and Information: Bachelors of Arts, Minor in Game Design 2013-2017

PROJECTS

- **Aur Saga:** RPG Maker Ace game for Indie Game Maker Contest: Heavy use of Ruby, single player JRPG in a mysterious world with heavy exploration.
- **One More Day:** Text based game using Twine: Recalls the dark days of a person enduring depression with only the player keeping him/her alive.
- **Corporate Shill:** A multiplayer card game where the players must ask questions to other players to find out who amongst them is the spy.
- **Shrouded (Title TBD):** RPG Maker MV game: Traditional JRPG set in a fantasy world. Heavy emphasis on character growth and combat, with in engine cutscenes and a large overworld.

WORK EXPERIENCE

- MSU's Academic Orientation for incoming freshmen Summer 2015, 2016
- J and E Fishing Supplies Winter 2014

SKILLS & OTHERS

- Familiar with Unity, RPG Maker, Twine, Maya, Photoshop, Excel, Illustrator, After Effects,
- Basic knowledge of CSS, Java, HTML, Ruby and Python.
- Prototype, pitch, assemble and playtest board games.
- Spartasoft: Game Design Club at MSU 2016-2017