

# Michael Whitlock

New Jersey based software designer, game developer and general tinkerer creating powerful and creative games and software.

Haledon, NJ  
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## EDUCATION

### **Ramapo College, Mahwah, NJ — *B.S. Computer Science***

AUGUST 2020 - MAY 2022

Co-authored machine learning paper to classify hand gestures

Focused on robotics, interactive gaming, and pathfinding, and SQL

Developed a fully functional Multi-User Dungeon integrated into Discord

## EXPERIENCE

### **Odyssey: Altar of Norax, Haledon, NJ — *Lead Developer***

JANUARY 2020 - PRESENT

Developed Massively Multiplayer game in Java

Created RESTful APIs grouped into several microservices with Spring boot

Created collaborative suite of build tools to facilitate content creation

Used of A\* for AI path planning

Built Scripting API for 200+ native functions

Cloud based deployment of production software behind reverse proxy

Additional deployment to native binary with Graal

Integrated Steam OAuth

### **Bearable Games, Haledon, NJ — *Lead Developer***

SEPTEMBER 2016 - JANUARY 2020

Developed single-player and multiplayer games in Java

In-situ ports of legacy codebases

Heavy algorithm/pathfinding/physics engine usage

Implemented a novel UDP packet structure and processing algorithm

Designed and implemented pixel-perfect GUI system with event handlers

Created Lobby system for managing multiple game servers

## SKILLS

Java

Spring Boot

Microservices

C

C++

C#

Lisp

ProLog

HTML

CSS

Javascript

Python

VB6

VB.NET

MySQL

Oracle

OpenGL Shader Language

libGDX

## PUBLICATIONS

“Effectiveness of Classifiers to Identify Hand Gestures with Motion Capture Coordinate Markers,” IEEE Xplore Digital Library, Jan 2021

