Michael Lee

Game Programmer · Web Developer · Nice Guy

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gamedrinkcode.com/folio

OBJECTIVE

I am an independent game developer who is interested in new opportunities to create meaningful experiences for all people. I am currently seeking a gameplay programming position with a game studio.

EDUCATION

Entertainment Technology Center, Carnegie Mellon University · Pittsburgh, PA
Master of Entertainment Technology, **5/2013**

North Carolina State University · Raleigh, NC
B.S. in Computer Science, **5/2006**

TECHNICAL SKILLS

Coding	· Actionscript	· Javascript	· C#	· Objective-C	· Haxe
	· PHP/MySQL	· OpenFL	· Unity3D	· Wordpress	· XHTML/CSS
Software	· FlashDevelop	· git	· Perforce	· Unity3D	· XCode
Design	· Illustrator	· Photoshop	· Premiere		

PROFESSIONAL EXPERIENCES

Lead Programmer/Designer · Ludoko Studios, LLC · Fly Catbug Fly! · 4/2014
- Developed Fly Catbug Fly!, an arcade runner for iOS/Android/Kindle devices
- Top 10 in Games on App Store, #1 in New Apps/Games on Google Play

Programming Intern · Schell Games, LLC · Android Educational Game · 5/2012 – 8/2012
- Worked with Java and Android libraries to integrate Android services with Adobe AIR
- Developed three full prototypes testing game flow, mechanics, and feedback systems

Developer · Chasm · Game · 7/2011
- Designed, developed, and released full web (Flash) game sold to AccoladeGames.com
- Programmed custom library for Flashpunk in Actionscript 3.0

Developer · Cometburst for iPhone/Cometburst.com · Game · 7/2010
- Developed action/arcade game for web (Flash) and iOS platforms released on Apple App Store
- Ported Flixel Actionscript framework to Objective-C to run on iOS platforms

ACADEMIC EXPERIENCES

Lead Programmer · Bravura/TuneTrain · iPad Musical Creation Tool · 1/2013 – 5/2013
- Semester project developing an educational music app for +8 year-olds on iPads
- Managed 4 programmers on a native iOS app using the FMOD audio library

Lead Programmer · mindful xp · Games/Project · 1/2012 – 5/2012
- Lead programmer for semester-long project developing 10 games over 15 weeks
- Worked with Flash and Unity3D to create polished meaningful game experiences in 2D and 3D

RECOGNITION AND AFFILIATIONS

IGF 2013 Nomination, "mindful xp Volume" · Independent Games Festival · 3/2013
Speaker, "Developing Meaning through Rapid Prototyping" · Meaningful Play Conference · 10/2012
Speaker, "Zero to Hero: Lessons on Prototyping" · East Coast Game Conference · 5/2011