Michael Clavell
Game Developer

Needham, MA

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Objective

To obtain a cooperative education position as a programmer in a game development setting during summer 2019.

Education

Rochester Institute of Technology | Fall 2016—Present
- Bachelor of Science in Game Design and Development, May 2020.
- Minor in Computer Science.
- GPA 3.88/4.0
- Dean's List Fall 2016 - Present
- RIT Presidential Scholarship

Skills

Programming
- C#, C/C++, Java, Lua, Node.js, HTML 5, CSS3, JavaScript, JSON.

Software
- Visual Studio, Vim, Eclipse, VS Code, Microsoft Office, Photoshop, Illustrator, After Effects, Microsoft Windows, macOS.

Engines/Tools
- Unity3D, DirectX, HLSL, OpenGL, Monogame, Unreal Engine 4, Git, Windows Forms.

Projects

VRn't (Ludum Dare 41 GameJam) — Programming, Team Lead, Audio
- Ranked #17 in Humor out of 2000+ entries.
- Programmed player controls, enemy AI, obstacles, and other gameplay elements.
- Composed all audio in the game.

Sugarplum Summit (Ludum Dare 40 GameJam) — Programming, Team Lead, Audio
- Programmed entire game in 72 hours.
- Designed 3 different enemy AIs and scripted a full boss encounter.
- Implemented assets created by the rest of the team into the game.

DIE-PARTISAN — Programming, Team Lead
- Programmed gameplay and map elements, including player character, turret enemy AI, and procedurally bitmapped tile textures.
- Multithreaded data and asset loading.
- Organizing meeting times, created milestones, and divided responsibilities to create team cohesion.

Experience

Software Engineering Intern, *Charles River Analytics* | Cambridge, MA | Summer 2018
- Recipient of the Great Promise Award for showing exceptional talent and dedication.
- Designed and developed a UI based medical simulation from scratch using Unity3D.
- Assisted in developing and testing a backend simulation library that is currently implemented in a variety of projects.
- Created Unity3D editor tools to assist and streamline the development process.

Counselor, *GreenApple Campus, Olin College* | Needham, MA | Summer 2017
- Instructed children grades 3-9 the Swift programming language through Swift Playgrounds, how to create Augmented Reality and Virtual Reality mobile apps using Unity3D, and how to create Mods for Minecraft using Java.
- Reported and presented students' work to managers and parents.

Marketing Assistant, *Coppola Properties, Inc* | Needham, MA | Spring 2016 — Summer 2016
- Edited website pages to display new and updated property information.
- Managed data and mail lists through Microsoft Office.