

MICHAEL BRAVERMAN

MikBraverman@gmail.com 201-663-0910

mikebraverman.com (<http://www.linkedin.com/in/michaelseanbraverman>)

SUMMARY

Self-motivated Game Designer experienced in systems design and level design in both 2D and 3D. Proficient in development programs including Unity and Unreal, scripting languages such as C# and ActionScript, and 3D modeling programs such as Maya. Can receive constructive criticism and apply appropriately, collaborating and communicating effectively with members of a development team.

EDUCATION

Bachelor of Science: Game Design

Graduated Spring 2016

Champlain College, Burlington, VT

Champlain College, Montreal, Canada - Study Abroad

Junior, Fall 2014

SKILLS

Unity	Level Design	C#
Photoshop and Illustrator	Maya	QA Testing
Game System Design	UDK and Unreal 4	ActionScript 3

RELEVANT EXPERIENCE

Blindfold - Lighting - iNK Stories (Freelance)

8/16 - 2/17

Brooklyn, NY

- Built atmospheric lighting setup for “Blindfold” VR experience in Unity.
- Scripted basic lighting functions for use by programmers.
- Collaborated with artist to iterate on scene based on given direction.

Lab Manager/Quality Assurance - Emergent Media Center at Champlain College

10/12 - 5/15

Burlington, VT

- Managed computer lab, equipment; responsible for lab running smoothly and professionally.
- Performed Quality Assurance and testing of various projects including games, mobile apps, programs, and software. Reported on issues and bugs for various projects for development team to iterate on.
- Organized a barcode system, keeping track of equipment more efficiently.

PROJECTS

Collaborated as a Game Designer with artists, programmers, and producers in team projects:

- **Current Project:** Strategic traversal game in Unity for mobile devices called “Spirits of Anglerwood Forest”. Solo project. Designed and built levels to completion, programmed systems, scripted special and narrative events, composed music, created art, wrote dialogue, created audio.
- Developed an environmental narrative game in Unity called “Just Another Day.” Designed and built levels, wrote dialogue, scripted events, maintained clear documentation for use by artists and programmers, and directed voice-over actors.
- Developed tower defense game called “Fallen Star” in Unity. Designed level layout and audio, balanced units, analyzed feedback, maintained documentation to communicate intent to the team.
- Developed vertical slice for a management-stealth game called “Dungeon Restocker” in Unreal Engine 4. Designed systems, built levels, scripted functionality using Blueprints.

SPECIAL ACCOMPLISHMENTS

Game Design Club Member, Member of International Thespian Society; Recipient of Performing Arts Theater Award, 2012; Member of School theater troupe obtaining leading roles in school productions; Member of Concert Band, Clarinet, 2006-2012; Film Club Member