

MICHAEL BRAVERMAN

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SUMMARY

Self-motivated Game Developer 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 Java, 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

SKILLS

Unity

Animation

C#

Photoshop and Illustrator

Maya

Level Design

Game System Design

Unreal 4

QA Testing

RELEVANT EXPERIENCE

Two Dots - Junior Technical Artist - Take Two Interactive

9/19 - Present

New York, NY

- Developed tools for building background maps based on artist's design, generating the art in Unity and speeding up the workflow
- Animated, built, and optimized over seventy-five background maps, delivering one every two weeks and revising based on manager's feedback.
- Wrote shaders and scripts to enhance animations while keeping performance optimal on mobile devices.

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 QA testing of various projects including games and mobile apps. Reported bugs 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 vertical slice for a management-stealth game called "Dungeon Restocker" in Unreal Engine 4. Designed systems, built levels, scripted functionality using Blueprints.