

360-953-0162

- riesmichael79@gmail.com

www.michaelriesgamedesign.com

①

Vancouver, WA 98665

SOFTWARE

- Unity
- Unreal
- C#
- Blueprints
- Trello
- Perforce
- Microsoft Visual Studio
- Microsoft Office
- Jira/Confluence
- C++

SKILLS

- Game Design
- Design Documents
- Game Systems
- Game Engines &

Middleware

- Asset Integration
- Level Design
- Blockout
- Rapid Prototyping
- Quality Assurance
- Playtesting
- Debugging
- Scripting
- Agile Development

MICHAEL RIES

GAME DESIGNER

EDUCATION

Full Sail University 2019-2023

Bachelor's of Science in Game Design Graduated March 2023

PROJECTS

Game Designer: Code Name: Unwanted - Unreal Engine 4 October 2022 - February 2023

- Preproduction I contributed to game design documents while designing the concept of the game.
- Level Design I worked with another student to design a full level that is playable in the final product.
- Prototyping I designed and coded two mechanics implemented in the game and created prototype levels for each to test these mechanics.
- Sprint Planning I created and managed tasks in Jira over multiple sprints. These were supported by documentation in Confluence.
- Quality Assurance I participated in testing the game as well as the debugging process after tests.

Game Designer: Code Name: Dark Knight - Unreal Engine 5 April 2023 - July 2023

- Preproduction I contributed to game design documents while designing the concept of the game.
- **Combat Design** I utilized Unreal Engine's Gameplay Ability System to create basic movement abilities as well as basic attacking and spell abilities.
- AI I created a base enemy blueprint using Blackboard/Behavior Tree as well as EQS queries to handle movement. This enemy also uses GAS to attack.
- Animation I used IK Rigs and Retargeters to use attack animations from a marketplace asset with our player character.
- Quality Assurance I participated in testing the game as well as the debugging process after tests.

WORK EXPERIENCE

- Production/Shipping Lead CheeseButta
 - 2023 Present
- · Cashier Yard N' Garden Land
 - o 2020 2022