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🏠 Vancouver, WA 98665

SOFTWARE

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

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*

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.

WORK EXPERIENCE

- Cashier - Yard N' Garden Land
  - 2020 - 2022
- Delivery Driver - Uber Eats
  - 2018 - 2020